



HUMAN TORCH II

Johnny Storm

FIGHTING <i>melee</i>	GOOD (10)	HEALTH <i>F+A+S+E</i>	60
AGILITY <i> ranged · dodge</i>	EXCELLENT (20)	KARMA <i>R+I+P</i>	26
STRENGTH <i> damage · grapple</i>	GOOD (10)	RESOURCES <i> afford by rank</i>	EXCELLENT (20)
ENDURANCE <i> stamina · resist</i>	EXCELLENT (20)	POPULARITY <i> fame</i>	50
REASON <i> knowledge · invent</i>	GOOD (10)		
INTUITION <i> senses · initiative</i>	GOOD (10)		
PSYCHE <i> willpower · magic</i>	TYPICAL (6)		

MOVEMENT	
GROUND 1 AREA	AIR 10 AREAS EXCELLENT · 150 MPH
TALENTS	
MECHANICS RACE CAR DRIVER	

POWERS	
DAMAGE the number = how much damage this hit deals	ABSORBED the number = how much damage this armor blocks per hit
INTENSITY the number = how hard for targets to resist (their FEAT difficulty)	MOVEMENT see Movement block above for areas/turn + mph
EN energy attack — roll Agility on the Universal Table	

INVULNERABILITY	CLASS 1000 (1000)	Class 1000 vs. Heat and Flame
	ABSORBED	
TRUE FLIGHT	EXCELLENT (20)	When his fire sheath is active Johnny can fly at Excellent airspeed. He cannot fly without 'flaming on' first.
	MOVEMENT	
FIRE SHEATH	INCREDIBLE (40)	Johnny can surround himself with a sheath of flame that provides Incredible body armor against weapons of less that Amazing material Strength. Anyone touching the Torch with this active Torch suffers Incredible fire damage.
	DAMAGE	
FIRE CONTROL	UNEARTHLY (100)	Johnny can control flame itself with Unearthly ability.
	INTENSITY	
FLAME CONSTRUCTS	AMAZING (50)	Amazing intensity flame barriers, rings, cages and other restraining devices.
DAMPEN FLAMES WITH UNEARTHLY ABILITY.		
SELF DUPLICATION		Create up to 10 duplicates by shaping flames to resemble his human Torch appearance
FIRE GENERATION	UNEARTHLY (100)	Emit Unearthly intensity flames up to 3 areas. He has developed several stunts with this power:
	DAMAGE EN	
SKY WRIGHT		Johnny can draw any shape from flame that remains for 4 turns
NOVA FLAME	SHIFT-Z (500)	Shift-Z damage to all in the same area as the Torch, Shift-X damage up to 5 areas away. His flames are reduced to Feeble for 1-10 rounds afterwards and he must make an Endurance FEAT or pass out for 1-10 rounds.

CONTACTS	
FANTASTIC FOUR INHUMANS AVENGERS	