



# THE HUMAN TORCH

Johnny Storm

|                                                |                       |                                           |                        |
|------------------------------------------------|-----------------------|-------------------------------------------|------------------------|
| <b>FIGHTING</b><br><i>melee</i>                | <b>GOOD (10)</b>      | <b>HEALTH</b><br><i>F+A+S+E</i>           | <b>60</b>              |
| <b>AGILITY</b><br><i>ranged · dodge</i>        | <b>GOOD (10)</b>      | <b>KARMA</b><br><i>R+I+P</i>              | <b>26</b>              |
| <b>STRENGTH</b><br><i>damage · grapple</i>     | <b>TYPICAL (6)</b>    | <b>RESOURCES</b><br><i>afford by rank</i> | <b>REMARKABLE (30)</b> |
| <b>ENDURANCE</b><br><i>stamina · resist</i>    | <b>EXCELLENT (20)</b> | <b>POPULARITY</b><br><i>fame</i>          | <b>60</b>              |
| <b>REASON</b><br><i>knowledge · invent</i>     | <b>GOOD (10)</b>      |                                           |                        |
| <b>INTUITION</b><br><i>senses · initiative</i> | <b>GOOD (10)</b>      |                                           |                        |
| <b>PSYCHE</b><br><i>willpower · magic</i>      | <b>TYPICAL (6)</b>    |                                           |                        |

|                                                                          |                                                       |
|--------------------------------------------------------------------------|-------------------------------------------------------|
| <b>MOVEMENT</b>                                                          |                                                       |
| <b>GROUND</b><br><b>1 AREA</b>                                           | <b>AIR</b><br><b>20 AREAS</b><br>INCREDIBLE · 300 MPH |
| <b>TALENTS</b>                                                           |                                                       |
| MECHANICS (REASON AND INTUITION ARE EXCELLENT REGARDING CARS AND RACING) |                                                       |

|               |                                                            |                 |                                                               |
|---------------|------------------------------------------------------------|-----------------|---------------------------------------------------------------|
| <b>POWERS</b> |                                                            |                 |                                                               |
| <b>DAMAGE</b> | <i>the number = how much damage this hit deals</i>         | <b>ABSORBED</b> | <i>the number = how much damage this armor blocks per hit</i> |
| <b>EN</b>     | <i>energy attack — roll Agility on the Universal Table</i> | <b>MOVEMENT</b> | <i>see Movement block above for areas/turn + mph</i>          |

|                                  |                                                   |                                                                                                                                                                                                                                                 |
|----------------------------------|---------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>GENERATE AND CONTROL FIRE</b> | <b>UNEARTHLY (100)</b><br><b>DAMAGE</b>           | Johnny can generate flame from all or part of his body. He can also control external fire with Unearthly ability. He can flame on with Remarkable Agility against targets up to 3 areas away. Such an attack causes up to Unearthly damage.     |
| <b>FIRE RESISTANCE</b>           | <b>UNEARTHLY (100)</b><br><b>ABSORBED</b>         | He has Unearthly resistance to fire and heat.                                                                                                                                                                                                   |
| <b>FLIGHT</b>                    | <b>INCREDIBLE (40)</b><br><b>MOVEMENT</b>         | He can fly while flamed (up to 25 areas/round).                                                                                                                                                                                                 |
| <b>BODY ARMOR</b>                | <b>AMAZING (50)</b><br><b>ABSORBED</b>            | His flame is Incredible Body Armor against all physical weapons, except weapons of Amazing damage (or better) material. All forms of close combat do normal damage to him, but anyone who touches his flaming form suffers Incredible damage.   |
| <b>NOVA BLAST</b>                | <b>INCREDIBLE (40)</b><br><b>DAMAGE</b> <b>EN</b> | While in flame state, Johnny can explode into a fiery blast, causing Shift Y damage (150 points) to everything within 5 areas. He must make a successful Endurance RED FEAT roll immediately afterward or wink out unconscious for 1–10 rounds. |