

FIRE BUG

Identity: Thomas Bray

Side: Evil

Experience: 9525

Age: 31

Powers:

1. Transformation (*Power Activation*): It takes one action for Thomas to transform into the human/insect hybrid known as FIRE BUG.

a. Animal/Insect (*Insect*) Powers: As FIRE BUG, he has the following abilities:

i. Heightened AGL A +16

ii. Heightened Senses: Enhanced Vision (-1 Range Modifier); Night Vision (see in the dark).

iii. Heightened STR A +13

iv. Special (Chitin Exoskeleton): Orange-red stone-like exoskeleton (12 Points Invulnerability).

v. Diminished Senses (Light Sensitive Vision): Eyes are sensitive to bright light. He saves with half Endurance against Blinding Flash (Light) attacks.

b. Flame Powers: Whole body bursts into flames. *Flame Defense:* Flight - max speed 86 mph (378"), PR 1/Hour of Flight; *Attack:* Range 59", +1 to Hit (Training Bonus), 1d12+1 Damage (includes Training Bonus), PR 2/attack.

c. Force Field: Force Screens: Range 66", PR 1/2 per point of damage repulsed. Pumelling Attack: Range 66", attacks as Force Field but does 1d12 Damage, PR 1/attack.

d. Heightened END B +23

e. Power Blast (*Venom Blast*): Range 30", 1d20 Damage, PR 1/shot.

f. Vulnerability: Takes double damage against Cold based attacks.

Weight: 188 lbs.

Agility Mod.: --

Endurance: 33

Intelligence: 12

Reactions from: Good: -2 **Evil:** +2

Hit Mod. (2.2)(4.2)(2.8)(1.1) = 25.4592

Damage Mod.: +3

Accuracy: +5

Carrying Capacity: 2160 lbs

Movement Rates: 86" ground, 378" flight.

Detect Hidden: 10%

Inventing Points: 4.8

Inventing (36%):

Origin and Background: (American) Thomas Bray discovered his mutant ability to transform into a insect/human hybrid at an early age. He learned that he had great power in this form and he used it to his advantage when ever possible. He detests being weak and revels in the strength and powers as Fire Bug. While in his early teens, he started a career as an arsonist but he quickly moved on to additional crimes as his powers developed and

Sex: Male

Level: 4th

Training: +1 Flame Powers Accuracy

Basic Hits: 4

Strength: 27

Agility: 27

Charisma: 15

Hit Points (114):

Healing Rate: 4.0

Power (98):

Basic HTH Damage: 1d12

Detect Danger: 14%

Cash: \$

expanded.

After a series of successful bank robberies, he was approached by Warstaff and asked to join the Fearsome Five. It was Fire Bug's fiery battle with the city Police, during his bank robberies, that attracted Warstaff's attention. Fire Bug joined with four other metahuman mercenaries to help form the Fearsome Five.

Knowledge Areas: Crime

Training Bonuses:

2nd Level: +1 Strength

3rd Level: +1 Flame Powers Accuracy

4th Level: +1 Flame Powers Damage

Human (Normal Form):

Weight: 156 lbs

Agility Mod: --

Endurance: 10

Hit Mod. (1.2)(1)(1)(1.1) = 1.32

Damage Mod.: +0

Accuracy: +0

Carrying Capacity: 292 lbs.

Movement Rates: 35" ground

Basic Hits: 4

Strength: 14

Agility: 11

Hit Points (6):

Healing Rate: 1

Power (47):

Basic HTH Damage: 1d6