FLARE

La Heroína Caliente

Real Name Consuela Hernández-Velasquez   **Hair** Brown   **Height** 168 cm (5' 6")

Player Robert Edwards   **Eyes** Brown   **Weight** 56 kg (123 lbs)

BULLETPROOF BLUES

ATTRIBUTES

Agility	5
Brawn	2
Presence	3
Reason	4
Power Level	6
Endurance	7

Brawn:
Normal Lift: 55 kg (pony keg of beer)
Max Lift: 110 kg (heavy adult)
Throw 25 kg: 2 m
Jump: 1 m

Power Level:
Max Effect: 32
Max Range: 1 km
Max Area: 10 m radius
Max Mass: 1,600 kg

SKILLS

Computing
Culture
Diplomacy (+)
Hand-to-hand Combat
Investigation
Perception
Ranged Combat

GIFTS

Connected
Elusive
Famous
Pro From Dover (Criminal Law)

EQUIPMENT

Cell Phone (PL 1)
Commlink (PL 1)

POWERS

Blast
Standard action, Ranged, Area, Normal

Damaging Aura
Free action, Hand-to-hand, Normal

Dazzle
Standard action, Ranged, Area, Alteration

Flight
Move action, Self-only
Fly: 40 m (240 m / 140 km/h)

Force Field
Quick action, Self-only

Personal Immunity
Constant, Self-only

MOVEMENT

	Base Move	All-out Move
Run	40 m	240 m (140 km/h)
Swim	13 m	78 m (47 km/h)
Jump	1 m	
Fly	40 m	240 m (140 km/h)

MOTIVATIONS & COMPLICATIONS

Adventure: The character has an adventurous spirit and rarely turns down a quest.
Justice: The character seeks to ensure that misdeeds are met with appropriate punishment.

Base Character Points	60	**Unspent Experience**	0
Total Experience Points	0	**Spent Experience**	0
Character Points Spent	60	**Total Character Points**	60

Attributes 40 + Skills 8 + Gifts 4 + Powers 8 = 60 / 60

Unopposed Rolls

12 Moderately difficult — Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions

15 Remarkably difficult — Perform an unfamiliar task under hostile conditions

18 Extremely difficult — Perform an esoteric task under ordinary conditions

21 Inconceivable! — Perform an esoteric task under hostile conditions

Opposed Rolls

8 + Skill (Attribute)

Hand-to-hand Combat (Brawn)

Ranged Combat (Agility)

Mental Combat (Presence)

etc.

Attack Bonuses And Penalties

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	-3
Attacker is attempting to disarm the defender	-3
Attacker is distracted or surprised	-3
Attacker is restrained	-3
Attacker is making a double move (running)	-3
Attacker is spreading an attack or using a sweep attack	-3
Attacker is using a two-handed weapon with one hand	-3
Target is beyond effective range of the weapon	-3
Underwater or zero-G combat	-3
Attacker is charging the defender	+3
Attacker spends an action aiming or preparing	+3

Defense Bonuses And Penalties

Circumstance	Modifier
Defender is distracted or surprised	-3
Defender is prone in hand-to-hand combat	-3
Defender is restrained	-3
Defender can't perceive attacker	-3
Defender has cover or is prone in ranged combat	+3
Defender is focusing exclusively on defense	+3
Defender is making a double or all-out move	+3

Actions

On Your Turn
One **move action**
One **standard action**
As many **quick actions** as the GM deems reasonable

Any Time
As many **free actions** as the GM deems reasonable

Plot Points

Extra Action — Spending a Plot Point allows the character to use an extra movement action or a standard action.

Extra Effort — Spending a Plot Point permits the player to re-roll the dice for the current task or gain a +3 bonus on the current roll or defense. The player may spend the Plot Point before or after the dice are rolled.

Improvisation — Spending a Plot Point permits the character to use a skill or power they do not have, as long as they can explain it.

Inspiration — Spending a Plot Point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.

Rally — Spending a Plot Point allows the character to recover half their lost Endurance.

Retcon — Spending a Plot Point allows the player to change the past in a helpful way.

Surge — Spending a Plot Point increases one of the character's attributes by 1 for one round.

Damage

Normal — Inflict 1 Endurance damage for every 2 the attack roll succeeds by (exact roll = 1, exact roll + 2 = 2, exact roll + 4 = 3).

Mental or Alteration — Inflict 1 level of effect for every 4 the attack roll succeeds by (exact roll = 1, exact roll + 4 = 2, exact roll + 8 = 3).

Recovery

Endurance — Recover half of lost Endurance by resting for about an hour. Recover all Endurance by getting a good night's sleep.