

Super Hero Power – Fire

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In the real world, fire is a terrible thing that causes immense pain, suffering and often permanent (if not fatal) damage. In comics, fire is just another type of super-heroic energy, no more horrific than a ‘cosmic blast’ or ‘photon blast’.

This power deals with creating, controlling, communing with fire, and creating or summoning creatures made of fire.

Basic Fire Rules

“Normal” (non-superpower-enhanced) fire has a damage / difficulty = 15 (or 3 dice), +5 (+1 die) for each action during which a character stays within the fire (15 fire damage the first action, 20 the second action, etc.) to a maximum of 50 damage (10 dice). This is the number you would need to roll using your Toughness dice to avoid taking damage from normal fire.

Fire Powers Basic Ability Improvements

A Hero that has at least one level in this Power Set starts the game with these basic ability improvements:

Aim: +1

Stealth: -1

Influence: +1

Additionally, any character with at least one level of Fire takes no penalties or damage from their own Fire Powers.

Fire Powers

Level 1 (chose one of these)

- **Cold Resistance**
Add +2 dice to any defense roll against damage from cold or ice.
- **Control Fire**
With an Influence roll, you can control the size of, or move an existing fire or spark that is no bigger than one space. With a Thought Action, you can double the size of the fire or extinguish it. With a Move Action, you can move the fire up to 5 spaces. Controlling fire requires an Influence roll. Damage done by normal fire is 3 dice (or 15 difficulty.)
- **Fire Resistance**
Add +2 dice to any defense roll against damage from fire or heat.

- **Fire Sense**
With a Perception roll you can sense a fire's presence, and also know details about that fire. This sense is not blocked by normal barriers out to a number of spaces equal to your Perception score.
- **Primary Ability Upgrade: Aim**
Add +1 your Aim Ability. You may select this power up to 4 times, each time adds +1 to your Aim ability.
- **Touch of Fire**
Add +2 dice of 'Fire/Heat' to your hand-to-hand attacks. If something you attack is flammable, it may catch fire.

Level 2 (chose one of these or from a lower level)

- **Primary Ability Upgrade: Influence**
Add +1 your Influence Ability. This power may be selected up to 4 times
- **Control Flame's Heat**
You can increase or decrease the damage of any fire you can control with *Control Fire* by +/- 5. (Normal fire damage = difficulty of 15).
- **Control Flame's Light**
You can increase, decrease or otherwise change the light produced by any flame that you can control with *Control Fire*. To blind onlookers with a flash of light, roll your Influence Vs. your target's Perception. Blinded = -3 dice (-15) disadvantage for a duration of 10 Time Units. Additional successes (at difficulty +10, +20, etc.) each add 10 Time Units to the duration. This is considered a wounding effect.
- **Fire Power Upgrade 1**
Gain +1 die on any action in which you use your Fire powers. For Movement powers, this increases your Movement score by 1. You can select this power up to 5 times.
- **Flame Blast**
You can use all your *Touch of Fire* at range.

Level 3 (chose one of these or from a lower level)

- **Flaming Nimbus**
You can create a sheath of fire that completely covers you. Any time an enemy touches you, you may trigger a *Touch of Fire* attack against that enemy.
- **Flamethrower**
Use your *Flame Blast* on multiple targets within a 90-degree arc.
- **Detonate**
Create a fiery explosion with your *Touch of Fire* or *Control Fire*. The explosion's center deals maximum damage, and that drops by 1 die each space away from the center.
- **Mystic Fire**
Add +1 die to any roll using your Fire powers. Your Fire powers are now described as 'Mystic' fire. 'Mystic' fire may be more effective or less effective in any given situation than normal fire.

- **Secondary Ability Upgrade**

Add +1 to any of your eight basic Ability scores or your Initiative. This may be selected up to 5 times, but no one Ability can be improved more than 3 times.

Level 4 (chose one of these or from a lower level)

- **Absorb Fire**

Add +2 dice to Self-Control to absorb incoming fire damage in order to power up your next Fire-powered action. Your target is 15 to get +1 die on your *next* action using a Fire power. Additional successes (at difficulty 25, 35, etc.) give you additional dice, up to the amount of incoming damage. This does not affect your defense against fire (if you would take damage from the fire, you still do.)

- **Armor Melting Attack**

Use your Fire attacks to destroy an opponent's armor. You may specify that your damage *only* be used to destroy Armor components. Armor melted this way cannot be repaired through a Recovery action.

- **Body of Fire**

Your body can become pure flame. You are weightless and can hover. Strong winds can blow you around. Physical attacks that can pass through you do no damage unless they would crush your entire form. It is also impossible for you to exert any strength on physical objects - you just flow around them. It is a Thought action to transform to / from this form, however you gain a free recovery roll whenever you return to your human form.

Level 5 (chose one of these or from a lower level)

- **Commune w/ The Flame**

You can use your senses through any flame of which you're aware.

- **Summon Flame Sprite**

Summon or create small fire creatures to do your bidding. Each Sprite has 1's in all abilities except Dodge (3) and Movement (3) and Self-Control (= yours). They also have 3 levels of Fire Powers (your choice) and *Body of Fire*. You may select this power a number of times up to your Influence Ability, each gives you +1 creature. It can be destroyed by taking just 1 Stun.

Level 6 (chose one of these or from a lower level)

- **Fiery Cataclysm**

You can fill an area with a radius = to your levels in Fire Powers with your *Touch of Fire* attack.

- **Summon Flame Spirit**

Summon or create man-sized fire creatures to do your bidding. Each Spirit has 2's in all abilities except Movement (3) and Self Control (=yours). They also have 5 levels of Fire Powers (your choice). You may select this power a number of times up to your Influence Ability, each time gives you +1 creature. It can be destroyed by taking 2 Stun.

Level 7 (chose one of these or from a lower level)

- **Fire Power Upgrade 2**
Gain +2 dice on any action in which you use your Fire powers. For Movement powers, this increases your Movement score by 2. You can select this power up to 3 times.
- **Summon Flame Demon**
Summon or create a large fire creature to do your bidding. Each Demon has 3's in all abilities except Movement (5) and Self Control (=yours). They also have 6 levels of Fire Powers (your choice). You may select this power a number of times up to your Influence Ability, each time gives you +1 creature. It can be destroyed by taking 3 Stun.

Level 8 (chose one of these or from a lower level)

- **Summon Flame Giant**
Summon or create a giant-sized fire creature to do your bidding. Each Giant has 4's in all abilities except Self Control (=yours). They also have 7 levels of Fire Powers (your choice). You may select this power a number of times up to your Influence Ability, each time gives you +1 creature. It can be destroyed by taking 4 Stun.

Level 9 (chose one of these or from a lower level)

- **Summon Avatar of Flame**
Summon or create an Avatar of fire to do your bidding. Each Avatar has 5's in all abilities except Self Control (=yours). It also has 8 levels of Fire Powers (your choice). It can be destroyed by taking 5 Stun.

Level 10 (chose one of these or from a lower level)

- **Fire Power Upgrade 3**
Gain +3 dice on any action in which you use your Fire powers. For Movement powers, this increases your Movement score by 3.
- **Flame of the Phoenix**
If you have accumulated 5 or more stun tokens, you may choose to disperse your physical body, and then re-emerge whole and un-damaged from the nearest fire after a Recovery action.