



POWERS:

BURNOUT THRESHOLD: 18

Both of Balor's powers possess the *Linked* power modification

"OPTIC BLAST" ELEMENTAL/ENERGY BLAST (FIRE)

You possess the ability to fire beams of super heated plasma from your eyes.

Rank: 11, **Burnout:** 4

Action: Complex

Attack: Avoidance

Effect: Balor can fire beams of Keneitc force from his eyes which deal d12 (Qu) at a range of 4 areas.

Power Modifies: Limitation (Limited Range) Instead of utilizing your powers ranks for range you utilizes your powers passive modifier. (Already shown under attacks)

ENHANCED SENSE

Ranks: 4

Effect: Add ranks in this power to your Perception action skill rolls when using sight. (+4)

SKILLS (BONUS/PASSIVE):

Athletics: 3

Drive: 1

Firearms: 3

Influence: 4

Local Knowledge: 1

Medicine [EMT]: 2

Melee: 3

Outdoorsman: 2

Perception: 2

Ranged: 4

Technology [Basic]: 2

Urban Survival: 2

{x} denotes skill focus, gain +1 bonus when using the listed skill with the listed bonus, [x] denotes specific fields of study, these are treated as individual skills

BALOR

TAGLINE: HEROES, ON MY MARK!

DESIGNATION: SUPER-HUMAN - BLASTER

POWER LEVEL: DELTA (B-LISTER)

ATTRIBUTES

MIGHT: 5 D8 (+3)

PROWESS: 6 D8 (+3)

QUICKNESS: 6 D8 (+3)

VIGOR: 5 D8 (+3)

CHARISMA: 5 D8 (+3)

INSIGHT: 5 D8 (+3)

LOGIC: 3 D6 (+2)

RESOLVE: 4 D8 (+3)

PACE: 3 AREAS

INITIATIVE: 3D10

AVOIDANCE: 18

FORTITUDE: 18

DISCIPLINE: 17

STAMINA (WOUNDS): 53 (4)

AR: BALLISTIC: 6
MELEE 2
ENERGY: 2

PLOT DIE 2 D6

ATTACKS

(Element/Energy Blast)

Optic-Blast (Fire Damage)

Attack: +4 (Pr)

Damage: d12 (Qu)

Range: 4 Areas

Burnout: 4

Unarmed

Attack: +3 (Pr)

Damage: d4 (Mi)

ADVANTAGES

LEADERSHIP [SKILL]

"Stay with me! If we stick together we can smite these zombies!"

Benefit: Once per Scene, as a Complex action, you may call upon your allies and inspire them to greater acts of heroism. You restore d(Ch) + Influence ranks in Stamina to all allies within 2 areas. NOTE: Bystanders vanquished by Stamina damage are restored to 1 point and may act again after 2 ticks.

MARTIAL ARTIST [COMBAT]

Benefit: Your unarmed attacks deal d4 (Mi) damage.

UNCANNY REACTION [COMBAT]

Benefit: You do not grant a Tactical Edge to enemies when surprised.

GEAR:

Weapons:

None

Armor:

Reinforced Clothing with a Ballistic Vest (Included in stats)

Survivalist Pack:

High Capacity Water Resistant Backpack, Banged up Shake Flashlight, Patched up bivouac Sack, 3 Liter Hand Powered UV Water Purier (8,000 water treatments), EMT Medical Field First Aid kit (4 uses left), Compass, Mess Kit Ration (7 days' worth), Flare gun and 4 flares, Collapsible Fishing Rod

PERSONALITY FLAWS

PATRIOT

Sure things look tough, but we're Americans! Our nation was born in troubled times and we've weathered worse! We'll get through this so long as we never forget our ideals!

You strongly believe in the USA and what it once stood for, and you optimistically hold on to its ideals, laws, and principles. Your patriotism is often at odds with reality, and many fellow Heroes and Bystanders aren't appreciative of your love for the Golden Age.

THE HERO'S CODE

Look, I get it. You want to ght for freedom, justice, and mom's apple pie. But take a look around; it's all gone, ushed down a zombie toilet. Why can't you see that?

Whether you actually believe in it or are just using it to hold on to your sanity, you continue to follow the unwritten code of superheroes to an extreme. You do not lie, cheat, or steal, even to survive. You treat zombies as honorably you would any other super villain or henchman.