

KID COMET

PL:10

PP:150

CONDITIONS

BLINDED 50% MISS IN COMBAT, NO DODGE, -2 TO DEF, -4 STR & DEX
DAZED CAN TAKE NO ACTIONS, KEEPS DODGE BONUS
DEAFENED CANNOT HEAR, -4 INIT
DISABLED SINGLE ACTION PER ROUND. STRENUOUS ACTIONS = DYING
DYING FORT SAVE DC:10 OR DIE. +1 DC TO SAVE PER HOUR
ENTANGLED -2 ATT & DEF, -4 DEX, MOVE 1/2 SPEED UNLESS ANCHORED
EXHAUSTED 1/2 SPEED, -6 STR & DEX, -3 ATT & DEF
FATIGUED NO RUN OR CHARGE, -2 STR & DEX, -1 ATT & DEF
GRAPPLED CAN ONLY MAKE SIMPLE ATTACK OR BREAK FREE OF GRAPPLE
HELPLESS +4 TO BE HIT (MELEE), 5 DEFENSE
INJURED EACH INJURY INCURS AN ADDITIONAL -1 TOUGHNESS SAVE
INVISIBLE +2 TO HIT DEFENDERS 50% CHANCE MISS TO BE HIT
NAUSEATED MOVE ACTIONS ONLY, FORT SAVE DC 10+ POWER RANK
PARALYZED 0 STR & DEX, 5 DEF, CAN TAKE MENTAL ACTIONS
PINNED HELD IMMOBILE IN GRAPPLE, NO DODGE, -4 DEF
PRONE -4 MELEE ATTACKS, +4 TO BE HIT (MELEE), -4 (RANGED)
SHAKEN -2 TO ALL SAVES AND CHECKS
SICKENED -2 TO ALL ATTACK ROLLS AND CHECKS
SLOWED -1 ATTACKS, DEFENSE, REFLEX. MOVE AT HALF SPEED
STAGGERED 1 MOVE OR STANDARD ACTION PER ROUND
STUNNED STUNNED FOR 1 ROUND, LOSE DEX BONUS, +2 TO BE HIT
UNCONSCIOUS KNOCKED OUT & HELPLESS

EXTRA EFFORT

CHECK BONUS +2 STR BONUS ON A SINGLE CHECK
INCREASE CARRY CAPACITY +5 STR CARRY CAPACITY FOR ONE ROUND
INCREASE MOVE DOUBLE MOVEMENT SPEED FOR ONE ROUND
INCREASE POWER +2 RANKS TO A POWER
GAIN POWER FEAT ADD POWER FEAT UNTIL END OF ENCOUNTER
WILLPOWER ADDT'L WILL SAVE WITH LASTING EFFECT
SURGE GAIN ADDITIONAL STD OR MOVE ATTACK

HERO POINTS

IMPROVE ROLL REROLL AN ACTION. MIN 10+LOWEST ROLL
IMPROVE YOUR DEFENSE +5 DEF FOR 1 ROUND
HEROIC FEAT ADD FEAT (NO FORTUNE FEATS), 1 RANK PER HERO PT
DODGE DOUBLE DODGE BONUS PER ROUND
INSTANT COUNTER COUNTER A POWER USED AGAINST YOU
CANCEL FATIGUE REDUCE FATIGUE BY 1 LEVEL
RECOVER SHAKE OFF STUNNED OR FATIGUE
ESCAPE DEATH STABILIZES DYING CONDITION
INSPIRATION HINT, CLUE, OR OTHER HELP FROM GM

GAME INFO

PLAYER DAN
 CAMPAIGN FREEDOM CITY ACADEMY
 GM KEV
 PLAYER EMAIL SIMPSON_99@YAHOO.COM

EXTRACURRICULARS

BASE FREEDOM CITY
CITY CLAREMONT ACADEMY
OTHER MEMBERS COSMIC RAY
 SLIME GIRL
 MR. FUSION

TEAM NOTES

THE EXTRACURRICULARS ARE A LOOSELY-KNIT HERO TEAM OF SOPHOMORES AT CLAREMONT ACADEMY. MOSTLY DO-GOODERS, THE EC'S HAVE A DISTASTE FOR NEXT-GEN, PARTICULARLY MEGASTAR.

NPCS

MOM & DAD [PARENTS]
 THEY WANT WILL TO BE A HERO
SARAH [SISTER]
 THINKS WILL IS A DORK
ASTRAL/KELLY [FRIEND]
 WILL'S MIND-CONTROLLING SORT OF GIRLFRIEND

BATTLE TACTICS

RAMMING CHARGES!

BACKGROUND

REAL NAME WILL ORSON
ORIGIN MUTANT
ALLEGIANCE BEING A HERO
OCCUPATION STUDENT
1ST APPEARANCE THE ACADEMY #1
NATIONALITY AMERICAN
ETHNICITY CAUCASIAN
GENDER MALE
AGE 18
HEIGHT 5'8"
WEIGHT 175
HAIR BROWN
EYES BLUE
MOTIVATION PROTECTOR

PERSONALITY

WILL IS OUTGOING AND FRIENDLY, EAGER TO PLAY THE HERO BOTH IN AND OUT OF THE SUIT. HE HAS A TOUGH TIME RELATING TO HIS PEERS, BUT HE TRIES HIS BEST.

PHYSICAL APPEARANCE

WILL IS AN AVERAGE LOOKING KID. HIS ROOM IS ENGULFED WITH COMIC BOOKS, GEEK PARAPHENALIA (LADY LIBERTY LAMPS AND JOHNNY ROCKET POSTERS).

WHAT KIND OF DISTINCTIVE FEATURES DO YOU HAVE?

A GIANT FIN ON THE TOP OF HIS SUIT THAT MAKES HIM LOOK LIKE A HOOD ORNAMENT.

WHAT MOTIVATES YOU? WHAT ARE YOUR AMBITIONS?

BE A HERO. SAVE PEOPLE. WEAR BRIGHTLY COLORED OUTFITS SO EVERYONE KNOWS THEY ARE PROTECTED BY KID COMET!!

RANK	TIME	VALUE	EXTENDED RANGE
1	3 SECONDS	1	10 FT
2	6 SECONDS	2	100 FT
3	1 MINUTE	5	1,000 FT
4	5 MINUTES	10	1 MILE
5	20 MINUTES	25	5 MILES
6	1 HOUR	50	20 MILES
7	5 HOURS	100	200 MILES
8	1 DAY	250	2,000 MILES
9	1 WEEK	500	20,000 MILES
10	1 MONTH	1,000	200,000 MILES
11	3 MONTHS	2,500	2 MILLION MILES
12	1 YEAR	5,000	20 MILLION MILES
13	5 YEARS	10,000	200 MILLION MILES
14	10 YEARS	25,000	2 BILLION MILES
15	50 YEARS	50,000	ANYWHERE IN SOLAR SYSTEM
16	100 YEARS	100,000	NEARBY STAR SYSTEMS
17	500 YEARS	250,000	DISTANT STAR SYSTEMS
18	1,000 YEARS	500,000	ANYWHERE IN GALAXY
19	5,000 YEARS	1,000,000	NEARBY GALAXIES
20	10,000 YEARS	2,500,000	ANYWHERE IN UNIVERSE

KID COMET GREW UP IN FREEDOM CITY, A FAN OF SUPERHEROES AND COMIC BOOKS. AT AN EARLY AGE, HE AND HIS FAMILY WERE SAVED FROM THE VILLANY OF CAPTAIN KRAKEN BY JOHNNY ROCKET AND LADY LIBERTY. SINCE THEN, HE HAS ASPIRED TO BE A HERO, DAYDREAMING OF HAVING SUPER POWERS. WHEN HE TURNED 14, AMAZING POWERS BEGAN TO MANIFEST IN HIM. OVERWHELMED WITH JOY, HE QUICKLY TOOK TO THE STREETS IN A GARRISH HOMEMADE SUPER SUIT. TAKING ON WHO HE THOUGHT WAS A VILLAIN BREAKING INTO H.I.T., HE HAPPENED TO MEET PROFESSOR SUMMERS AND THE SOPHOMORES AT THE ACADEMY. THEY OFFERED HIM A TRANSFER TO THEIR SCHOOL. WILL JUMPED AT THE CHANCE TO BECOME A HERO IN TRAINING.