

# KID COMET

REAL NAME WILL ORSON  
 GENDER MALE  
 AGE 18  
 SIZE MEDIUM

ATOMIC ICY BLASTS  
 HEIGHT 5'8"  
 WEIGHT 175  
 HAIR BROWN  
 EYES BLUE

'LET'S SHOW THESE CHUCKLEHEADS WHAT HAPPEN WHEN THEY MESS WITH MY TOWN!'



**PL** 10

**PP** 150

**DEF** 19 (FLAT: 12)  
 DODGE FOCUS +4

<b>STR</b>	24	<b>+7</b>	(14/+2)
<b>DEX</b>	17	<b>+3</b>	
<b>CON</b>	15	<b>+2</b>	
<b>INT</b>	13	<b>+1</b>	
<b>WIS</b>	12	<b>+1</b>	
<b>CHA</b>	14	<b>+2</b>	

<b>FORT</b>	<b>+7</b>
<b>REF</b>	<b>+8</b>
<b>WILL</b>	<b>+2</b>
<b>TOUGH</b>	<b>+10</b>
PROTECTION: 8	
KNOCKBACK: 10 / FLAT: 5	

**ATT** +7  
 UNARMED +7 (BRUISE)

**INIT** +7

**HERO** 2  
 RESPONSIBILITY, ACCIDENT

ROLL	NORMAL	LETHAL
FAIL < 5	BRUISED	+INJURED
FAIL > 5	STUNNED + BRUISED	+INJURED
FAIL > 10	STAG'D + STUNNED	+DISABLD
FAIL > 15	UNCONSCIOUS	+DYING

HITS & CONDITIONS													
<input type="checkbox"/> STAGGERED	<input type="checkbox"/> DISABLED	<input type="checkbox"/> DYING											
<input type="checkbox"/> FATIGUED	<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> UNCONSCIOUS											
<b>BRUISES</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
<b>INJURIES</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

POWERS & EQUIPMENT	
8	PROTECTION [ICE BODY ARMOR]
8	EXTRA: IMPERVIOUS
10	ENHANCED ABILITY: STRENGTH 26:TOUGH
5	FLIGHT
10	RADIATION CONTROL [COSMIC BLAST] 25:TOUGH
10	FEAT: AP: NULLIFY MUTATION POWERS 20:WILL
10	FEAT: AP: NAUSEATE 20:FORT
10	ENVIRONMENTAL CONTROL [COLD] 20:FORT
	CREATE INTENSE COLD, 1,000 FT RADIUS
5	FEAT: AP: DISINTEGRATE [CONCENTRATED ICE] 15:FORT
5	FEAT: AP: TRIP [WET ICE] 15:REF
5	EXTRA: AREA: SHAPEABLE, 25"

**FEATS**  
 DODGE FOCUS (4) +4 DODGE BONUS  
 IMPROVED INITIATIVE (1) +4 BONUS ON INITIATIVE CHECKS  
 MOVE-BY ACTION MOVE BOTH BEFORE AND AFTER A STANDARD ACTION  
 POWER ATTACK REDUCE ATTACK BONUS TO INCREASE DAMAGE BONUS  
 TAKEDOWN ATTACK (1) GAIN ADDTL MELEE ATTACK WHEN YOU DROP AN OPPONENT  
 LUCK (1) +1 HERO POINT  
 ULTIMATE EFFORT (1) SPEND HERO POINT FOR AUTO 20 FOR 1 ACTION  
 TAUNT DEMORALIZE USING BLUFF RATHER THAN INTIMIDATE  
 QUICK CHANGE (1) YOU CAN CHANGE CLOTHES AS A FREE ACTION  
 ATTRACTIVE (1) +4 BONUS BLUFF & DIPLOMACY PEOPLE AFFECTED BY YOUR LOOKS  
 INSPIRE (1) GRANT ALLIES +1 TO ATTACKS, SAVES, & CHECKS

SKILLS	
ACROBATICS*	2 (+5)
BLUFF	6 (+8)
CLIMB	(+7)
COMPUTERS*	
CONCENTRATION	(+1)
CRAFT*	
DIPLOMACY	8 (+10)
DISABLE DEVICE*	
DISGUISE	(+2)
DRIVE	(+3)
ESCAPE ARTIST	(+3)
GATHER INFO	(+2)
HANDLE ANIMAL	(+2)
INTIMIDATE	(+2)
INVESTIGATE*	1 (+2)
KNOWLEDGE*	
POPULAR CULTURE*	8 (+9)
HISTORY*	2 (+3)
MEDICINE*	
NOTICE	2 (+3)
PERFORM*	
PILOT*	
PROFESSION*	
RIDE*	
SEARCH	2 (+3)
SENSE MOTIVE	1 (+2)
SLEIGHT OF HAND*	
STEALTH	(+3)
SURVIVAL	(+1)
SWIM	(+7)
LANGUAGES	1
ENGLISH.	

**MOVEMENT**  
 BASE 30 / 60 / 120 LEAP 12 / 6 / 3  
 FLIGHT: MPH: 250, FPR: 2500

**LIFTING**  
 LIGHT: 233 LBS, MED: 466 LBS, HEAVY: 700 LBS  
 MAX: 1400 LBS, PUSH: 1.8 TONS

**DRAWBACKS**

ABILITIES 25 + SKILLS 6 (24 RANKS) + FEATS 14 + POWERS 70 + COMBAT 24 + SAVES 11 - DRAWBACKS 0 = 150 / 150

# 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 ROUNDED  
**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 ROUNDED  
**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 ENGLUFED 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!!

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.

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