

## Laserfire

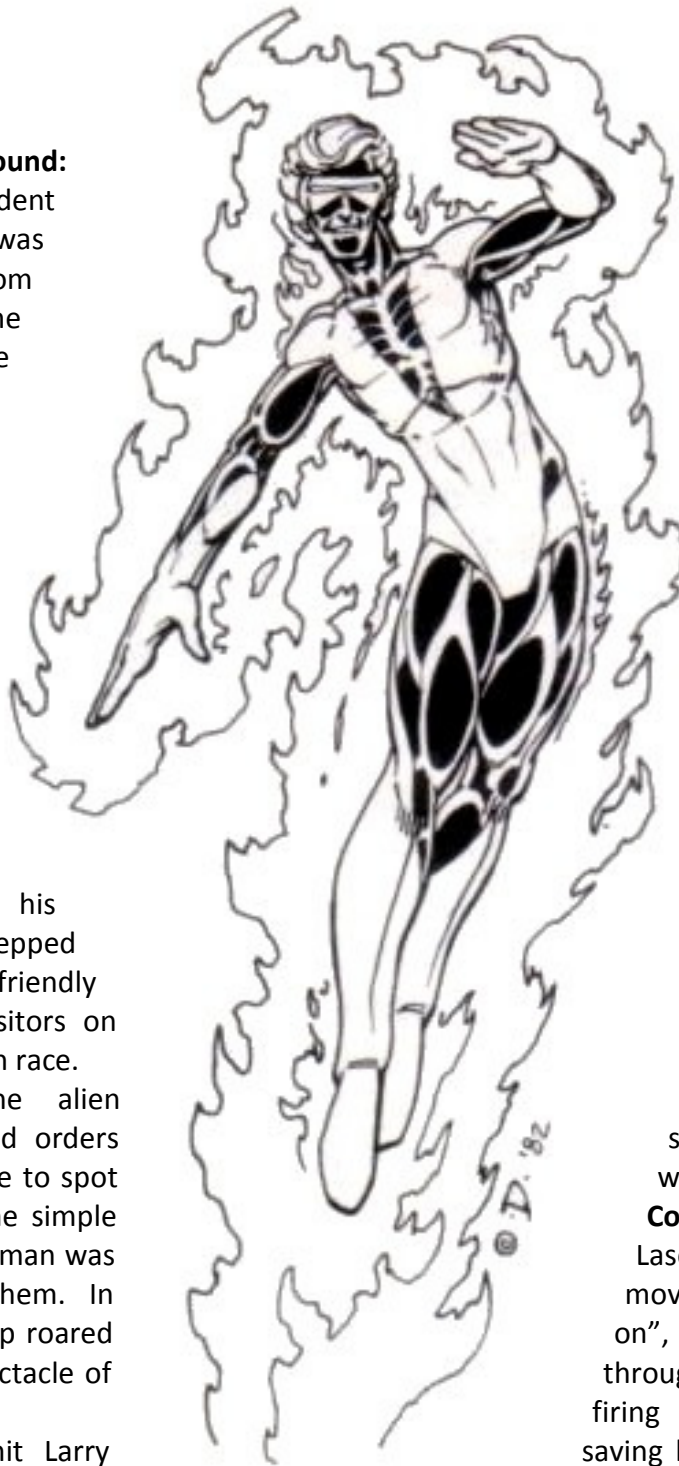
### Origin & Background:

High school student Larry Fredricks was returning home from a basketball game one night when he saw a UFO! Getting a closer look, he saw what appeared to be an oval shaped metallic ship floating over Potter's Field. As he watched, it began giving off a brilliant light.

Gathering his courage, Larry stepped forward to give a friendly greeting to the visitors on behalf of the human race.

Perhaps the alien crew on board had orders not to allow anyone to spot them, or maybe the simple appearance of a human was enough to startle them. In either case, the ship roared off in a blazing spectacle of light.

This light hit Larry and as the glow intensified, he watched himself burst into flames. In fear and panic he ran across the field to throw himself into a stream. Though his clothing had been severely burned and he had been on fire, he had



suffered no damage from the experience.

In time he had almost fully explored his new heat/light related powers. In school, Larry Fredricks was not an academic success.

He was no sports hero, but as Laserfire he could be important. He could stand for something. And why not?

### Combat Tactics:

Laserfire's first move is to "flame on", then he flies through the battle firing light beams... saving his Flame attack for setting fires and other special effects.

## Living Legends

PHYS 7, REFL 7, DEFT 7, INTL 7, COOL 11, VITL 7

**Flight:** 17 acceleration, 64 top speed (14), NRG Cost [1 to activate] (-1), Time Limit [1 hour, incremental] (0), Linked to Energy Field (-1) [11 CP]

**Energy Field:** d8 High Temperature [fire] (24), NRG 1 to activate (-1), NRG Cost 1 per attack (-2), 12" Range (+3), Duration 6 rounds [water, lack of oxygen, etc put out the flames] (+3), Time Limit [1 hour, incremental] (0) [36 CP]

**Power Blast:** d8 Light [laser] (16), 24" range (+1) [18 CP]

**Sensory Shock:** d8 intensity Light [laser] (12), Limited Overload: Visible Light, Normal Vision only (-1), No range (-3), 5" radius (+4), NRG Cost 1 per attack (-2) [10 CP]

**Special Effects:** Visible light, 7" radius around himself (+5) (-3) [5 CP]

**Skill (Weapon):** (DEFT/G) +2 levels with both Energy Field and Power Blast (+3) [7 CP]

**Weakness (Responsibility):** [+5 CP]

**Weakness (Human Characteristics):** [+10 CP]

**Weakness (Unlucky):** d3 [+5 CP]

**Weakness (Persecuted):** Enemies of the Crusaders seek him out by association [+10 CP]

## ***Villains & Vigilantes***

Str 12, End 12, Int 13, Agl 12, Cha 17, 150 lbs., Level 2

Basic Hits 3; Hit Mod (1.3)(1.4) (1.1)(1.2) = 2.4024; Hit Points 8; Power 49; Damage Modifier +1; Accuracy +1; Carrying Capacity 220 lbs.; Basic HTH 1d4; Move 36" ground, 158" flying; Detect Hidden 10%; Detect Danger 14%; Heal Rate 0.9

**Flame Power B:** PR = 3 to activate, PR = 3 per attack, PR = 1 per hour of flight. 24" range doing 1d12 damage.

**Light Control:** 24" range, 2d8 damage, with PR = 1 per attack. Blinding flash radius = 24" for special Light Control attack to blind each character within the radius. One action to activate Light Control defense, PR = 1 per between-turns thereafter.

*Laserfire originally appeared in "There's a Crisis at Crusader Citadel" Copyright © 1982 by Jack Herman and Jeff Dee. Artwork © 1982 by Jeff Dee. All rights reserved.*