

SUNFIRE

Identity: Yoshida Shiro
Group Affiliation: X-Men
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Male
Height: 5' 10"
Hair: Black
Eyes: Dark Brown
Level: 12th
Experience: 77,000
Training: +1 Accuracy with Plasma Blasts



Powers:

- 1. Heightened Endurance A +12**
- 2. Heightened Expertise (*Danger Room Training*):** +4 to hit with Plasma Blasts
- 3. Mutant Power (*Plasma Generation*):** Shiro can generate an aura of super-hot plasma around his body (PR 4 to activate). Once activated, this power grants the following abilities:
 - a. Flame Power Defense:** He must be able to spend an action in order to shoot incoming attacks.
 - b. Flight:** Maximum speed of 390 mph (1716"), PR 1 per hour.
 - c. Invulnerability (*Plasma Aura*):** 10 Points.
 - d. Plasma Blasts (*Solar Fire*):** Attacks as Power Blast, Range 86", +3 to Hit (includes Training Bonuses), 1d20+ 3 damage (includes Training Bonuses), PR 1 to attack.
- 4. Natural Weaponry (*Samurai Training*):** Shiro has also trained extensively in the traditional armed and unarmed arts of the Samurai. +2 to Hit, +4 Damage in unarmed combat. +3 to Hit, +6 Damage when using the traditional Samurai swords (the katana and the wakizashi).
- 5. Weakness (*Prejudice*):** Shiro holds strong anti-American sentiments and he is a mutant. While he is in the United States, these prejudices have adverse effects on Shiro's interactions with others. Shiro suffers none of these penalties when he is in his home nation of Japan. He is considered to be Japan's premiere hero.

Weight: 175 lbs.

Strength: 15

Agility: 16

Charisma: 25

Hit Mod. (1.4) (3.0) (1.6) (1.1) = 7.392

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 526 lbs.

Movement Rates: 57" ground, 1716" air.

Det. Hidden: 10%

Inventing Points: 16.8

Knowledge Areas: Government/Bureaucracy (Japan) & Scholar (Samurai History)

Origin and Background: (Japanese) Yoshida Shiro is on special assignment from his Japanese Government post while he is with the X-Men.

Training Bonuses: (2) +1 Agility, (3) +1 Accuracy with Plasma Blasts, (4) +1 Damage with Plasma Blasts, (5) +1 Agility, (6) +1 Accuracy with Plasma Blasts, (7) +1 Damage with Plasma Blasts, (8) +1 Accuracy with Unarmed HTH Combat, (9) +1 Damage with Unarmed HTH Combat, (10) +1 Accuracy with Plasma Blasts, (11) +1 Damage with Plasma Blasts, (12) +1 Agility.

Legal Status: Citizen of Japan with no criminal record.

To Hit (Plasma Blast/Power Blast): +9

To Hit (Unarmed HTH): +4

Basic Hits: 4

Endurance: 26

Intelligence: 14

Reactions from: Good: +4 (-4) Evil: -4

Hit Points: 30

Healing Rate: 2.8

Power: 71

Basic HTH Damage: 1d8

Det. Danger: 14%

Inventing (42%):

Agility Mod: Nil

Damage (Plasma Blast/Power Blast): 1d20 +4

Damage (Unarmed HTH): 1d8 + 5