						PLAYER: NPC Villain						
NAME: HELLFIRE						TRUE I.D.: Bree Haymore						
SIDE: Evil							IPLACE:			California,	U.S.A.	
SPECIES: Human							JLTURE:					
AGE: <u>28</u>						Ģ	ENDER:	Straig	ht Ci	s Female		
WEIGHT <u>138</u>				lbs			MASS:	d4				
BACKGROUND: Professional criminal, former assembly line worker												
MO	TIVATION	Opport	unist					v	VEA	LTH: <u>d4</u>		
ORIGIN TYPE: Science Proje			ct				LUCK: <u>10-</u>					
LEGAL STATUS: Wanted. Criminal record (assault, burglary, robbery, and arson)												
CPs:	INVEN	ABILITIES IVENTING: 6 Unspent I										
10		EXPERIENCE LEVELS: +1 to hit, +1 defense bonus, and +1 task bonus (10)										
		FLAME ABILITIES:										
20		A) Flame Blast: Range 39", does 2d8 damage, PR = 1/use (15), Immunity (2.5),										
		ed PR (2										
25	B) Flame Aura: Does 2d6 damage, PR = 1/use (25)											
10	HEIGHTENED STRENGTH: +10 (10)											
15	NATURAL WEAPONRY: Rock-like knuckles/hands, +2 to hit (5), +2 damage (5), Body Part											
	(-5), Stays Active (10)											
25	REGENERATION: 2 per round (20), Unlimited (5)											
<u>-10</u>	PUBLIC IDENTITY (-10)											
-5		VULNERABILITY: -2 Defense against cold damage (Entropy) (-5), +2 damage from cold										
	(Entropy) (-2.5)											
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CPs		SCORE ST 23 SAVE CARRYING CAPACITY: 1524 Ibs BASE HTH DMG: d10+1										
<u>13</u> 16			11-	ATTACKS:	To Hit		IDS Dmg 1			DEFEN		
15			11-	Punch	10 Hit 17-	Damage d10+3	Blunt Ki	••	KB Y	Physical	Mental	
11			10-	Flame Blast	15-	2d8	Energy	ielic	Y	FilySical	Meritai	
15	· —		11-	Flame Aura		2d6			N	2	0	
V					<u>contact</u>		Energy	Fatro			Othor	
					Kinetic	Energy	Bio	Entro	ру	Psychic	Other	
V V			RNED									
		25 <	25	1/ Damage (as a						1		
175		175½ Damage from flame/heat-based attacks (+5 save bonus when requiredTIVE: d6+1MOVE: 18Leaping: 11.04									,	
POWE			<u> </u>			WOVE:	IŎ			Leaping:	11.0435	
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STORY: Bree Haymore used to work in auto plant until an accident crushed both of her arms. As a consequence, she was fired from her job. As she recovered in the hospital, she was approached by a stranger who offered her a chance of correcting her arms and giving her a means to improve her personal finances. With her morgage and hospital bills hanging over her head, she agreed to the man's offer. Unknown to her at the time, the stranger was an associate of Dr. Liwei Tang, a.k.a. the Sculptor.

Bree was transfered to a private hospital were Dr. Tang was able to surgically and genetically modify her into a superhuman. She spent several years on the payroll of the Sculptor as she worked off her debt to him. Afterwards she went freelance. She took the money that she had earned while working for the Sculpter and spent it on everything but her debts (other than to the Sculptor that is). When she ran out of money, she started to rob banks to get more. This is how she met Bushranger. They hit it off right away and have become both romantic and professional criminal partners.