

NAME: INFERNO
SIDE: Good
SPECIES: Human
AGE: 25
WEIGHT: 186 lbs

PLAYER: NPC Hero
TRUE I.D.: Thomas Richard Zander
BIRTHPLACE: Toronto, Ontario, Canada
CULTURE: Modern
GENDER: Straight Cis Male
MASS: d6

BACKGROUND: Industrialist and Mechanical Engineer
MOTIVATION: Justice **WEALTH:** d6+d8
ORIGIN TYPE: Mutated **LUCK:** 10-
LEGAL STATUS: Licensed

CPs:	ABILITIES	IPs:
	INVENTING: 11 <i>Unspent</i>	
5	Adaptation: High Temperature (Energy).	
15	Experience Points: +1 To hit bonus, +2 defense bonus, and +2 task bonus.	
	Flame Abilities:	
25	A) Flame Blast: Range 40", 2d10 damage, PR = 2/use. Armour piercing (3 Points).	
10	B) Flame Aura: d8+1 damage, PR = 1/use. No knockback.	
10	C) Fiery Flight: 8/128 (44 mph / mach .06), only fly when flame aura is activated.	
5	Heightened Agility: +5	
13	Heightened Cool: +13	
5	Heightened Defense: +2 to physical defense only.	
12	Heightened Endurance: +12	
5	Heightened Intelligence: +5	
5	Heightened Strength: +5	
5	Knowledge: Languages. English (native, literate), French (fluent, literate), and Japanese (broken).	
20	Team Fund: His contribution to the Sensational Seven team items (base & vehicles).	
15	Wealth: Approximate annual income: \$2,560,000.	
-15	Low Self-Control: Compulsion. Must find out the truth about his parents' deaths. Can control his compulsion with a CL save (-4 penalty).	
-5	Vulnerability: -4 Defense against cold (Entropy).	

CPs	SCORE	SAVE	CARRYING CAPACITY:	lbs	BASE HTH DMG:	DEFENSES:				
10	ST 15		240		d6+1					
13	EN 25	13-	ATTACKS:	To Hit	Damage	Dmg Type	KB			
15	AG 20	12-	Punch	16-	d6+1	Blunt Kinetic	Y	Physical	Mental	
17	IN 22	12-	Flame Blast	16-	2d10	Energy	Y	6	4	
15	CL 28	13-	Flame Aura	-	d8+1	Energy	N			
V	EXPERIENCE:		PROTECTION:		Kinetic	Energy	Bio	Entropy	Psychic	Other
V	Base	150	EARNED							
V	Spent	50	< 50							
200	Total	200	½ Damage from flame/heat-based attacks (+5 save bonus when required)							
INITIATIVE: d6+d8			MOVE: 60			Fly: 8/128				
POWER (82):			HEALING: 3.9							
HIT PTS (28):										
CAPS: BCs: 50			Ability: 40		Dmg: 19		GEAR: Break: _____		Take: _____	
			Disarm: _____		BGC: _____					

STORY: Thomas Richard Zander is the son of renown Canadian business tycoon, Noah Zander. He inherited Zander Industries when his parents died in a terrible car accident while visiting New York City on business. Thomas always suspected that his parents were murdered and his suspicions brought him to the New York headquarters of Zander Industries. He had his suspicions that the acting CEO, Richard Rayford, was up to something strange but he didn't know what exactly.

When he arrived in New York City, he was picked up by a company car and taken to the Zander Industries Corporate office. He was welcomed by Richard Rayford, who was surprised that Thomas took time out of his busy schedule, to visit the office. Thomas kept his doubts about Rayford to himself and said he wanted to see how the business was doing firsthand to better prepare him for taking over the CEO position. Thomas knew that the comment had bothered Rayford since it challenged his current position of power but Rayford did his best not to show it.

While Zander researched the company's files, he found disturbing documents that suggested someone was embezzling company funds for a series of unknown projects. As Zander continued to pry into these records and was able to figure out that it was Rayford himself who was misappropriating the funds for his own extra-company ventures. Rayford became aware of Zander's prying so he dispatched his personal security detail to take care of Zander. What Rayford and his goons hadn't counted on was the appearance of a superhero calling himself Inferno. Unknown to anyone, Inferno was none other than Zander himself.

As Inferno, Zander was able to expose Rayford's various financial crimes that led to his arrest and charged with multiple accounts of embezzlement. With Rayford out of the way and Zander in control of his father's company, he dug deeper into the company records to see if there was any details that might shed some light on his parents' deaths.

He found a memo from his father that was sent on the day before his accident. It mentioned he was cancelling something called Project Watchmaker. No matter how much Zander searched, he couldn't find any other mention of Project Watchmaker. Zander decided to visit Rayford in prison to see if he knew anything about the memo. To Zander's surprise, he learnt that Rayford had been busted from prison with help from an outside party. As Inferno, Zander searched for the escaped Rayford who was no where to be found. Zander hasn't given up on his search for what truly happened to his parents or for the missing Richard Rayford.

When the aliens known as the Collectors tried to steal sections of Helios City, Inferno joined with like minded heroes and saved the city. They became known as the Sensational Seven.

Zander is a mutant who at the age of sixteen developed the ability to burst into flames. He carefully kept his mutant abilities a secret for fear of what others would do to him and his family. With the aid of his family's resources, he was able to train and master his powers in secrecy.

Since Zander became a full time hero with the Sensational Seven, he has left his company in the capable hands of an old college friend and company executive, Martin Myer, who acts as his proxy.

GM Note: Richard Rayford is still in Helios City. He has become a criminal mastermind known as the Controller (who uses many gadgets including his Hypno-Goggles). He controls his own criminal syndicate that has been slowly taking control of the organized crime in Helios City. Rayford wants revenge against Zander and Inferno. He isn't aware that they are one and the same.