

Meteor (Secret ID Gary Hill) (PC)

Power Level 10, 150 PP; Abilities 36 + Powers 66 + Advantages 5 + Skills 20 (39 ranks) + Defenses 23

Abilities

Strength	1	Agility	3	Fighting	3	Awareness	2
Stamina	3	Dexterity	3	Intellect	0	Presence	3

Offense

Initiative: +7

Attack Name Attack Bonus & Resistance DC Notes

Fiery Blast: Damage 9 ... +3, DC 24 225/450/900 ft., Fire / Heat, Crit 20

Meteorite Strike: Burst Area Damage 6 DC 21 150/300/600 ft., Heat, Crit 20

Throw +3, DC 16 Bludgeon, Crit 20

Unarmed +3, DC 16 Bludgeon, Crit 20

Powers

ü **Cold Damage: Immunity 5** (5) Damage Effect: Cold

Fiery Meteor Flight: Flight 7 (14) Speed: 250 miles/hour, 0.5 miles/round; Linked: Fiery Meteor Form: Insubstantial 3

ü **Fiery Meteor Form: Insubstantial 3** (15) Energy

ü **Fiery Shield: Protection 5** (10) +5 Toughness; Impervious

ü **Meteoric Heat Array** (21)

Fiery Blast: Damage 9 (1) Fire, Heat, DC 24; Increased Range: ranged

Fiery Snare: Cumulative Affliction 6 (1) Fire, 1st degree: Hindered and Vulnerable, 2nd degree: Defenseless and Immobilized, Resisted by: Dodge, overcome by Damage or Sleight of Hand, DC 16; Cumulative, Extra Condition, Increased Range: ranged; Limited Degree

Meteor Dazzle: Cumulative Affliction 6 (18) Fire, Light, Sonic, 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Dodge, overcome by Fortitude, DC 16; Cumulative, Increased Range: ranged

Meteorite Strike: Burst Area Damage 6 (1) Heat, DC 21; Burst Area: 30 feet radius sphere, DC 16, Increased Range: ranged

ü **Quick Change: Feature 1** (1)

Advantages

Assessment Use Insight to learn an opponent's combat capabilities.

Equipment 1 5 points of equipment per rank.

Extraordinary Effort Gain two benefits when using extra effort.

Improved Initiative +4 bonus to initiative checks per rank.

Teamwork +5 bonus to support team checks.

Equipment

Commlink

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Fiery Meteor Flight: Flight 7 - Speed: 250 miles/hour, 0.5 miles/round

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Background Information

Languages: English



Defenses

Dodge 10

Parry 10

Fortitude 8

Toughness 8

Impervious: +5

Will 6

Hero Points: 1

Skills

Acrobatics +7, Athletics +5, Deception +3, Expertise: Criminology +4, Expertise: Current events +2, Insight +6, Intimidation +10, Perception +2, Persuasion +7, Ranged Combat: energy control +9, Stealth +3, Treatment +4

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Complications

Motivation: Doing Good Gary started out as a thrill-seeker, but the things he's seen as Meteor have changed him, and he wants to make the world a safer & better place.

Relationship - Kid Brother Issues Gary is both worried and exasperated by his younger brother Jaime aka neophyte hero Tac-Nuke. If only he can find the right words to make Jaime listen, his brother might become a full-fledged hero and not a tragic newflash.

Secret Identity It's hard to keep his double life a secret