

FIREBALLS

Burton "Burt" Snibbe (pronounced "snibby")

Concept: frustrated young lawyer with a wild streak

Disadvantages: Pyromania (-5), Hero's Code (-15), Duty (intern + studying for bar) (-10), Intolerance (uptight squares) (-10), Sense of Duty (fire safety) (-10), Enemy (-20), Jinx 1 (-20), Secret (identity, lose job/career) (-10)

Quirks (-1 each): Irreverent, Slyly vulgar, Goes all-out and all-in, Treasures Burning Man memorabilia, Likes the color orange

I changed the quirks just a little to emphasize what I really wanted to do

The story

Burt graduated from DePaul Law School full of skills, charm, and motivation to make white privilege serve the greater good. But he didn't expect his internship's grinding boredom, shitwork, and complete absence of anything he'd thought of as the law. His suppressed wild streak, previously evident in a sunny disposition and quirky humor, took an extreme twist during his second trip to the Burning Man festival – when he came back imbued with fiery powers. Let's see: (i) he got to uphold the real law, the one that protected people, by fighting crime and corruption directly; (ii) he got to stick it to the square-asses and make them like it, sometimes very brightly; and (iii) he got to play with fires. One or two disaster rescues and the high-profile, surprisingly legally-ironclad arrest of a Baker McKenzie shareholder later, he became a member of the area super-team. His idealism is undeniable, his public popularity is on the rise, and his ability to neutralize fire is a welcome feature when it comes to fire-powers. His sense of fun is another question, as it seems to have a mind of its own ...

Did I mention Burning Man? Something followed Burt home from that festival. It's dark, awful, and icy cold, and it considers him thoroughly edible.

Aside from linking all sorts of stuff which was already implied in the Disadvantages anyway, I ramped up the villain to be a suitable nemesis. Given all the other social and political grounding, I felt free to go more whimsical with it.

The build (this is the first version from the previous post)

Strength 10 Dexterity 15 Intelligence 15 Health 12; Cost = 140

Advantages: Charisma +2; Cost = 10

Skills: Public Speaking, Throwing, Writing, Criminology, Forensics, Law, Diplomacy, Fast-Talk; Cost = 24

Costume 20, Flight 40, Super-Flight 1 level (20)

Polarized Eyes 15, Infravision 15, Temperature Tolerance 10

Extra Fatigue +1 5

Extraordinary Luck 30

Heat/Fire Power 12 (120)

- Neutralize Fire 15 (12)
- Fireball 15 6d6+6 **Rapid Fire x2 (+6 Enhancement)** (36)

Light Power 1, latent (8)

Cost = 331

Here's the build for the approximately 100-point version that I started with

Disadvantages: Duty (internship + studying for the bar), Sense of Duty (idealistic law), Intolerance (uptight squares)

Quirks: Irreverent wise-ass, Fanatic about fire safety, Comedy film connoisseur, Wears orange, Into Burning Man

Strength 10 Dexterity 13 Intelligence 14 Health 12

Advantage: Charisma

Skills: Public Speaking, Writing, Criminology, Forensics, Law, Diplomacy, Fast-Talk

An important feature of GURPS is the default for most socioeconomic variables, as you buy your way up from it or gain for adding stress to it across at least three variables. By not straying from that default, I'm making him a white everyman in media terms, on purpose. I could have made him "Struggling," as a useful pressure consistent with that image, but instead chose to leave him just enough success to fear losing it. Note as well that the original quirks saw a fair amount of modifying once I built his powers concept and more developed Disadvantages.