

What you're looking at is two versions of the same character, built to the same total as the example characters in the book, with 505 points, 100 points of Disadvantages, and 5 points of Quirks.

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 memories, Comedy film connoisseur, Likes the color orange

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

All the above stuff costs 174

Version 1 (powers)

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

Version 2 (powers)

Everything's the same except for:

Super-Flight 1 level **Costs 4 Fatigue (-2 Limitation)** (16)
Heat/Fire Power 10 (110)

- Neutralize Fire 15 **Emergencies only (-3 Limitation) Costs 2 Fatigue (-1 Limitation)** (3)
- Fireball 15 5d6+5 **Rapid Fire x1 (+3 Enhancement) Linked to Flash (+3 Enhancement)** (36)

Light Power 4 (single-skill) 16

- Flash 15 3-hex radius **Linked to Fireball (+3 Enhancement) No range (-2 Limitation)** (16)
Cost = 332

I'm one point short, but will leave shaving it somewhere to the reader's discretion.

Take-away: There ain't a whole lot of room for upping and downing costs to beef special effects into powers. I had to drop the Heat/Fire power's total punch and reduce his Rapid Fire rate in order to get the points to pay for the Linked Flash, in addition to hyping up the Fatigue circumstances of heroic actions like zooming somewhere to stop a fire.

I could have left the Flash latent, but the whole point here was to ramp up what I saw as his necessary special effects, and making him glow-y as well as fire-y was in my mind from the start.