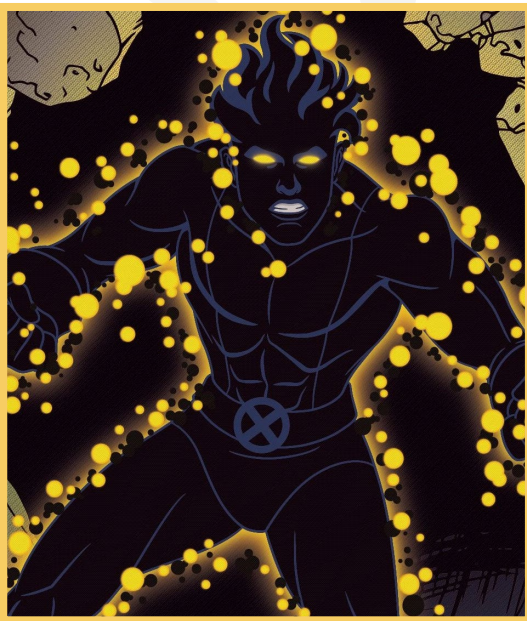


SUNSPOT



ABILITIES		
ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+4
3 AGILITY	13	+3
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
5 EGO	15	+6
1 LOGIC	11	+1

DAMAGE		
MELEE	<div>MARVEL x 5</div> <div>dMarvel MULTIPLIER</div>	+ 2 ABILITY
AGILITY	<div>MARVEL x 3</div> <div>dMarvel MULTIPLIER</div>	+ 3 ABILITY
EGO	<div>MARVEL x 4</div> <div>dMarvel MULTIPLIER</div>	+ 5 ABILITY
LOGIC	<div>MARVEL x 3</div> <div>dMarvel MULTIPLIER</div>	+ 1 ABILITY

RANK	KARMA
3	3
HEALTH	DAMAGE REDUCTION
60	-
FOCUS	DAMAGE REDUCTION
60	-
SPEED	INITIATIVE MODIFIER
Run: 5 Climb: 3 Swim: 3 Flight: 15	+2
	REACTIONS
	1

TRAITS & TAGS	
Traits	Tags
<ul style="list-style-type: none">Connections: CelebritiesEnduring ConstitutionFamousGlibnessPublic Speaking	<ul style="list-style-type: none">Extreme Appearance (when using powers)HeroicHoundedRichX-Gene

POWERS

BASIC:

- ◆ Discipline 1 *
- ◆ Flight 2 *
- ◆ Inspiration
- ◆ Mighty 2 *

BIOGRAPHY

Real Name:	Roberto "Bobby" Da Costa
Height: 5'8"	Weight: 170 lbs. Gender: Male
Eyes: Brown	Hair: Black Size: Average
Features:	Body cloaked in darkness (when powers are active)
Base:	Xavier School for the Gifted
Occupation:	Tycoon
Origin:	Mutant
Teams:	New Mutants, X-Men

History

Sunspot, or Roberto da Costa, is the son of wealthy businessman Emmanuel da Costa and archaeologist Nina da Costa. Emmanuel constantly pushes his son to reach for both his physical and intellectual peaks. Thanks to his father's encouragement, Roberto rose to the position of star soccer player at school and is later considered by recruiters for the Olympic Games.

When Roberto is playing soccer with his team, members of the opposing team assault him while hurling racialized insults. While taking a brutal beating, his mutant powers manifested, suddenly transforming him into a creature of solid black solar energy. Surprised and terrified, everyone abandoned the stadium except for his girlfriend, Juliana.

Soon after, a mutant-hating faction of mercenaries led by Donald Pierce, called the Hellfire Club, kidnap Juliana and use her as bait to lure Roberto into a trap. Desperate to rescue her, he engaged the kidnappers, but was eventually defeated. Professor Xavier hears about Pierce's evil plan and sends two young mutants, Karma and Psyche, to rescue Roberto. During the rescue, Juliana sacrifices her life for Roberto, jumping in front of a bullet meant for him.

Personality

Slightly self-centered due to his privileged upbringing, the fun-loving and outwardly confident Sunspot often doesn't seem to grasp the gravity of situations. Despite his sometimes cynical and skeptical demeanor, he is secretly unsure of himself and his powers, having spent much time hiding his true nature.

ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Form
- ◆ Elemental Protection 1
- ◆ Elemental Push
- ◆ Elemental Reinforcement
- ◆ Elemental Ricochet

* Already calculated on sheet.

TRAITS

CONNECTIONS

Celebrities: The character knows someone with access to and knowledge of a particular field. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources.

ENDURING CONSTITUTION

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

FAMOUS

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

GLIBNESS

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

PUBLIC SPEAKING

Gain an **edge** on Ego checks when attempting to persuade groups.

POWERS

ELEMENTAL BLAST

5 +

Action: Standard | **Duration:** Instant | **Range:** Line of Sight.

Effect: Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

Success: Affected target suffers total damage.

Success: Affected target suffers double total damage + target is **Blinded** for one round.

ELEMENTAL BURST

0

Action: Standard | **Duration:** Instant | **Range:** Line of Sight.

Effect: Make a ranged Agility Attack vs target's Agility Defense.

Success: Target suffers damage.

Success: Target suffers double damage + target is **Blinded** for one round.

ELEMENTAL PUSH

10

Action: Standard | **Duration:** Instant

Effect: Make an Ego attack vs target's Agility defense.

Success: Move the target in any direction, up to 3 spaces.

Success: As success + target suffers damage + **Prone** + target is **Blinded** for one round.

ELEMENTAL RICOCHET

10

Action: Standard | **Duration:** Instant | **Range:** 30 sp.

Effect: Make a ranged attack vs target in line of sight.

Success: Target suffers damage.

Success: Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

ELEMENTAL PROTECTION 1

10

Action: Standard/Reaction | **Duration:** Concentration

Trigger: The character is attacked/in danger.

Effect: The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection.

ELEMENTAL REINFORCEMENT

V

Action: Reaction | **Duration:** Instant

Trigger: Damage gets through an elemental power.

Effect: The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

ELEMENTAL BARRIER

5

Action: Standard | **Duration:** Concentration | **Range:** 30 sp.

Effect: The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

Success: Attacker chooses the side of the barrier the target is on.

Success: As success + target is **Blinded** for one round.

INSPIRATION

0

Action: Standard | **Duration:** 1 round

Effect: Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

ELEMENTAL FORM

0

Action: Passive | **Duration:** Permanent

Effect: The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.