

# THERMITE

"So, once again, what, exactly is in this for me?"



**Identity:** Rudolf Wick

**Sex:** Male

**Level:** 6

**Side:** Evil

**Age:** 24

**Training:** Accuracy

**Powers:**

1. Flame Powers B: 1d12 damage, R=40", PR=3 to activate, PR=3 per attack, 55 mph max. flight speed.
2. Disintegration Ray: 1d20 damage, R =11, PR = 2 per shot.
3. Heightened Endurance B: +11.
4. Heightened Attack: +1 per level.

Weight: 170 lbs.	Basic Hits: 4
Agility Mod: -	Strength: 11
Endurance: 29	Agility: 15
Intelligence: 12	Charisma: 14
Reactions from: Good: - 1	Evil: +1
Hit Mods.: 5.984 =	Hit Points: 24
Damage Mod.: +1	Healing Rate: 3.2
Accuracy: +2	Power: 67
Carrying Cap: 360 lbs.	Basic HTH Dam: 1d6 damage
Movement Rates: 55" ground, 242" flight	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 7.2	Inventing: 36%
Origin and Background: German, Mutant	
Legal Status: German citizen wanted in the US and Germany	

**Origin and Background:** Thermite is a German mutant, from the former East Germany. His father was chosen as a candidate for an unsuccessful attempt to create an East German super-soldier. While, the initial attempt was unsuccessful, it did succeed in altering his father's genes, and the new genetic code was passed on to his son.

His mother, a prostitute, abandoned him to the state at birth, and he was raised at a state run orphanage until his early teens, at which time, he ran away. Living on the street, and making do however he could, either hustling black market items or through petty thefts, he managed to feed himself and stay one step ahead of the authorities. Unfortunately for him, one day his luck ran out, and he ran afoul of the police. As they began to cart him off for interrogation, his mutant abilities literally erupted, setting the car on fire in the process, but allowing him to make a clean getaway. Since then, he's managed to make successful career for himself, and he's never looked back.

**Combat Tactics/M.O.:** In combat, Thermite is a medium range combatant, using his abilities to ignite objects, and striking targets at a distance. If things begin to go bad, he'll use his powers to start random fires, and generally cause as much havoc and confusion as possible, allowing him enough time to make his escape.

**Personality/Character Traits:** Thermite doesn't believe in doing something for nothing, after all, everyone's playing and angle. As long as he sees the benefit of doing something, he'll play along with the plan.

**GM Notes:** Thermite is as mercenary as it gets, while he won't casually betray his comrades, as it's bad for any future business contacts, he's not above "throwing" a fight, for the right price. Characters in the international law enforcement, or intelligence community, might be able to persuade him, to "make a mistake" at just the right moment, if there are enough zeroes, attached to their request.