



FIREFLY

Leonard Pimentel was a talented but lazy lab assistant at the Hargrave Chemical Factory when he discovered a secret room on the premises. Inside he found notes, schematics, and files on the gear used by The Red Torch, a fire-based hero from decades earlier. Taking the information, Leonard began recreating the gear with the intent of becoming a superhero and living the “easy life” as he saw it.

Leonard was devastated when he was caught stealing supplies from the company to build his gadgets and discovered he was facing years in prison. At that moment, Leonard decided if he couldn't be a hero, he would become a villain...Firefly!

Leonard worked mostly in New York and focused on jobs which hurt Hargrave Chemicals. One of the high points of his career was when the company declared bankruptcy, but it also led to one of the lowest points in his life. The owner of the company decided to burn down one of their warehouses for the insurance, and he dressed like Firefly when he did it.

With the law and so many superheroes after him, Leonard did the safe thing and headed to Florida until the heat died down. While he was there, the invasion came. Leonard watched in dismay as the v'sori betrayed and slaughtered the heroes and then proceeded to destroy his beloved city.

Leonard decided the war was a new start for him—a rebirth. He isn't a brave man and doesn't consider himself a “hero,” but joining Dr. Destruction against the aliens has given him a new view and a new purpose.

Note: Even if Leonard overhears Dr. Destruction's message to the player characters in the first Plot Point of Necessary Evil: Breakout, he won't go anywhere near the Hargrave Chemical Factory. There are too many bad memories for him there.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Investigation d6, Knowledge (Chemistry) d8, Knowledge (Engineering) d8, Lockpicking d6, Notice d6, Repair d8, Shooting d8, Stealth d6, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 8 (4)

Hindrances: Cautious, Greedy (Minor), Yellow

Edges: Luck, Mr. Fix-It, Scavenger

Gear: Body armor (+4, -4 AP), commlink.

Special Abilities:

- **Attack, Ranged:** Cone, Damage 3d10. Enhanced Damage. Heavy Weapon. Lethal. Device (Flamethrower).
- **Flight:** Pace 24, Climb 0, -1 to hit while flying. Device (Jet Pack).
- **Heightened Senses:** Infravision, Tracking (via heat signatures). Device (Helmet).
- **Invent:** Level 3. Limitation (Fire/Heat effects only).



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