

SISTER BLISTER

"IT'S NOTHING PERSONAL,
I JUST HATE YOU."

Power Level: 12

Concept: Outcast Teen Flamethrower

Name: Gwen Foster

Base of Operations: Arcadia

Previous Group Affiliation: Bestiary

Nationality: U.S. citizen with criminal record

Age: 16 **Height:** 5'5"

Weight: 105 lbs. **Eyes:** White

Hair: Blonde

Some children are born bad. Some children are born good, but their parents assume otherwise. The latter case applies to Gwen Foster. Gwen's powers manifested as she passed into her teenage years. A series of small fires aroused the suspicions of local police, but when Gwen's pyrophoric skin ignited spontaneously in air while she slept, destroying her childhood home, even her parents turned against her. Gwen knew nothing of how the fire started, and claimed innocence. Star witnesses in the arson trial that followed, Gwen's parents helped to convict their daughter, who was shipped off to a nearby jail.

Her time in Southampton County Jail further turned her against her treacherous parents and taught her to defend herself against the more brutal and violent girl inmates. In time, her skin once more burst into flame, resulting in the death of two guards and Gwen's escape from confinement.

META-4, the U.S. government agency tasked with investigating, studying, and policing America's parahumans, immediately scrambled a search and rescue team to bring Gwen in, but to no avail. Chimera (p. XX), eavesdropping on META-4's encrypted radio transmissions, arrived first. Members of his team, the Bestiary (p. XX), made short work of META-4's extraction team and brought the frightened and confused young parahuman back to their Arcadia headquarters.

The Bestiary trained Gwen in the use of her emerging powers, and she began at last to feel at home with others, like her, who had transcended humanity. A special containment suit designed by Chimera channeled Gwen's flames through vents positioned at the hands, feet, and top of her head. She remained unable to keep her skin from catching fire, but learned to control and project that fire, becoming a powerful living weapon. Chimera rechristened her Helia, the Greek word for "of the Sun."

Gwen fell for Chimera's natural charismatic nature, a development the Bestiary's leader did little to stave off. He believed that Gwen's feelings for him would only benefit the team, easing her fears of abandonment. Instead, it had the opposite effect. The closer Gwen grew toward Chimera, the further she withdrew from the rest of the Bestiary. This culminated when Gwen, spying on the object of her obsession, found the team's waterborne siren, Undine, in the throes of passion with none other than Chimera. Seething with anger and resentment, she vowed to show Chimera the seriousness of her love. She began sabotaging the team's criminal operations in hopes of killing Undine. During the daylight kidnapping of California Senator Dalton Markham,



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Gwen ignited the fuel tank of the team's getaway chopper, nearly killing Undine, and causing her to be captured by META-4 agent Minotaur. In an act of whim or guilt-ridden action, Gwen later rescued Undine from her cell and returned her to the team's headquarters.

Afterwards, when Gwen revealed her affections to Chimera, he dismissed them as a childish infatuation. Crushed, she left the Bestiary's zoo headquarters that night, never to return. She hid out in Arcadia's upper east side, committing petty crimes as necessary to secure food and other necessities. Her anger over Chimera's rejection solidified her resolve as a villain, as she now believes she can trust no one but herself.

After establishing a home base of sorts in an abandoned refinery, Gwen began her career as a serious super villain. She made national news after destroying the headquarters of a teen superhero team called the Upstarts, although reporters originally mistook her for the superheroine Inferna. In the aftermath of that case of mistaken identity, Gwen embarked on an accelerated crime spree, ensuring that she would never be confused with any other parahuman again. Her recent actions have earned her a new nickname—Sister Blister.

USING SISTER BLISTER

Sister Blister is not an easily controlled element within the super villain subculture of Arcadia. Her nature is unpredictable, subject to the typical whims of any teenager. One week she may kidnap a visiting boy-band singer and the next threaten to burn down the Arcadia Stock Exchange.

Still young and capricious, Sister Blister may develop a crush on a PC hero, perhaps without the target of her affections being at all aware of this development. In such a situation, the hero might find his enemies attacked, his female teammates harassed, or even his secret identity uncovered. The relationship could develop into something more than a one-sided obsession, as Sister Blister reveals herself as just a misunderstood young woman with abandonment issues.

Sister Blister need not always play the part of the lovesick teen. She is a dangerous opponent, with all the training her mentors could provide, and has no trouble operating in a tactical manner. She can make for a vicious (albeit short-term) ally to any villain who needs extra firepower. She may temporarily team up with heroes who are adversaries of the Bestiary, or trade favors with them, providing information about the Bestiary in return for something she wants. Alternately, she may interfere with encounters involving the Bestiary, assaulting both sides with gouts of white-hot flame only to fly off, her laughter ringing in the characters' scorched ears.

Any time that Undine is encountered, Sister Blister may not be far behind. As a grudge-holder, Gwen is unequalled in her tenacity and dedication. Seeing Undine as the sole reason for leaving the Bestiary has left her both bitter and vengeful, willing to risk almost anything to see her rival defeated, humiliated, or dead.

Sister Blister usually acts alone, taking out targets that meet her undecipherable criteria for destruction or mischief. A publicity junkie, she

goes out of her way to make sure that she is seen, even going so far as to pose for photographers and cameramen. She won't, however, sacrifice a mission just to make the 11 o'clock News.

TACTICS

Sister Blister's powers stem from her pyrophoric skin. Flames constantly envelope her body, burning in excess of 1600 degrees Fahrenheit. Vents in her containment suit channel, dampen, and amplify the flames as necessary, allowing her a measure of control over the intensity and direction of the fiery blasts from her palms. She's also learned how to use her flames to lift her body skyward, allowing her to fly by superheating the air around her body and projecting flames from her boot vents to change direction. Outside her containment suit, Gwen's body is impossible to touch without receiving horrific burns.

Sister Blister is well trained in using her powers in an offensive and defensive manner, targeting weak opponents first, then moving on to those she sees as immediate threats. She avoids melee whenever possible, keeping herself in the air, at a distance, to stage her attacks. The very air around Sister Blister's body is so superheated that attacks against her may fail outright. When necessary, she forms a shield of super-heated air and flame around herself, or others, to protect them from more devastating attacks.

Sister Blister is possessed of the arrogance of youth, often taunting opponents with disparaging remarks about their abilities, attractiveness, the usefulness of their powers, or even their fashion sense. Few seem to appreciate the cruelty with which a 16-year-old girl can deliver insults.

GAME STATISTICS

Sister Blister: PL 12; Init +4 (Dex); Defense 20 (+6 Base, +4 Dex); Spd 30 ft., fly 60 ft.; Atk +9 melee (+2S, punch), +12 ranged (+12L, Energy Blast—fire); SV Dmg +13 (Protection—fire +12), Fort +3, Ref +4, Will +0; Str 14, Dex 18, Con 16, Int 12, Wis 10, Cha 16.

Skills: Taunt +6.

Feats: Aerial Combat, Attack Focus (Energy Blast), Power Attack, Immunity (fire), Point Blank Shot, Rapid Shot.

Powers: Amazing Save (Damage) +10 [Source: Mutation; Cost: 1 pp; Total: 10 pp], Energy Blast (fire) +12 [Extras: Deflection (Extras: Automatic, Deflect Others), Explosive Blast (60-ft. radius), Propulsion; Source: Mutation; Cost: 7 pp; Total: 84 pp], Protection +12 [Flaw: One Type (fire); Source: Mutation; Cost: 1 pp; Total: 12 pp].

CAPERS

My Flaming Valentine: Fires are popping up all over the city, and Devil's Night is still months away. Everything from city parks to orphanages have been burned down, and so far, no one has lost their lives. The fires form a pattern around a player character's headquarters or home, revealing the arsonist's next target—a towering high-rise, mere weeks from completion. When the characters arrive, Sister Blister is in the process of setting the building ablaze, and reveals her plan. Is it an ambush, or has Sister Blister fallen in love with one of the characters, making the fires her larger-than-life-love note?

It Wasn't Me! A rash of fire-related crimes point at Sister Blister, although none of the witnesses have seen who committed the acts. The mayor and fire chief offer up a substantial sum to anyone who can bring Sister Blister in for trial. Secretly, the Player Characters are contacted by the city's most wanted firebrand. The villainess explains the whole story of her innocence to the PCs, and asks them to help her clear her name. It won't be easy to prove her innocent, especially with every amateur vigilante in the city trying to bring her in.

Once her name has been cleared, new evidence comes to light—it was Sister Blister behind the crimes all along! How will the heroes react? Revealing the evidence will forever taint their image, casting them as accessories, or even worse, as collaborators. Keeping the information to themselves will save their good name, but at what cost?

How Dare You!: Sister Blister has developed an irrational hatred of a female player character. Whether it's stealing her motif, getting more television coverage, or simply being "bitchy," the teen flamethrower doesn't want the hero in town any longer. She begins by showing up wherever the hero does, hanging in the background of any fight, and subtly aiding any villains the hero fights against. Soon, Sister Blister stages an all out assault on the hero's reputation, going as far as to injure innocents the hero tries to protect, or even masquerading as the hero to put her in a compromising position. The culmination of Sister Blister's assault entails the revelation of the source of her hatred, and the ultimatum—"There's only room in this town for one of us, and that's going to be me!"



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