Fuego



Born to a prosperous family in Miami in 1982, Esteban Torcida was always dimly aware that there was something odd about the way that he could accurately determine the temperature of an object by looking at it. But it was so minor and pointless of an ability that he thought it ridiculous to consider himself a superpower, and so never told anyone about it and tried to ignore it. Instead, he focused on what he thought of as a much useful power -- his charm and poise, which were the tools by which he could attract girls (and a few older women, as well.) His life was sweet, all told.

It is possible that this willful ignorance of his capacities delayed the point at which Esteban manifested his full superpowers, but it is also possible that they came on much earlier than he realized. He only realized what he could do until 1999, when he was at a dance club with his current inamorata and a fire broke out. (It was later determined to be arson.) Instinctively, Esteban created his force field, protecting himself and a few others, and then snuffed out the flames with a thought. He was stunned by the cheers from the crowd, but immediately realized that he could get used to this.

His parents were not so thrilled when he finally got home that night, as his father explained something that he had been planning to reveal to Esteban in a few more years. Long ago, there had been a time when many of his ancestors had possessed such flame-based powers, as they were supposedly descended from Nahua priests of Xiuhtecuhtli, who maintained a sacred fire with them. Both his father and his mother urged Esteban to hide his powers, to claim that what had happened had been some sort of a fluke occurrence, as they feared the consequences if it became known that a Torcida had once more awakened to power.

Esteban, of course, would have none of this. It was a new age of superpowers, and he intended to use his talents to win even more of the adulation that he had experienced that night. (He also realized that nobody would ever believe that "fluke occurrence" story.) He fashioned himself a yellow and red costume and debuted the next day as Fuego, La Antorcha Voladara! He was mostly active in the Miami area, but even in these early days he could fly fast enough to be active throughout Florida, even in the Keys. He got all the adulation he wanted, and then some.

Unfortunately, in the first two years of his career as a superhero, he rarely had to fight any villains who could test his mettle. So, when **Cerebron** came in 2001, Fuego found himself seriously outmatched for the first time, and ended up in the hospital for a month afterward. In his mind, he had been not humbled, but humiliated, and the invitation from **the Powerhouse** to join them, once he was up and about, sounded condescending and insulting to him. The playful daredevil that he had been before the invasion was gone, and with him went a lot of the admiration that he had formerly received. That just made Fuego even angrier than he already was.

In 2004, after he also turned down an offer from the United Superheroes, someone else reached out to him. He had heard of **Jolene** before this, of course, but their paths had never before crossed. She claimed that this had been because he intimidated her more than any of the other superheroes active at that point, and that with this concern came respect. Accustomed to being the dominant figure in his relationships with women, he failed to realize how much he was being manipulated until it was much too late.

Jolene claimed that she could arrange things so that he had all the fame that he had once enjoyed. Together, they would create the appearance that Fuego was taking down parts of her organization (unessential parts that had served their purpose) and make people realize that what they had taken for anger was a growing maturity and concern for safety. Of course, there would be other benefits to their alliance, she told him, leaning in close. He took the bait.

And when she betrayed him, arranging for the media to receive video proof of other jobs, much less laudable jobs, that he had undertaken on her behalf, he was genuinely surprised, so much that it never even occurred to him to try and escape during his initial imprisonment and trial. It is possible that he thought this whole situation was part of her plan, but when he was finally sentenced to spend seven more years in the flame retardant cell used to keep him locked up, he finally broke. Somehow, he got word out to the parasupremacist movement that **Hadron** had started and claimed to want to join up. They proceeded to break him out of prison and put him to work.

Fuego stayed with the organization for almost a decade, developing a strong rivalry with **Megawatt** once the latter joined. Often based in their California bases, he found himself frequently fighting **Basilea** in this time. He was frustrated by the fact that he was never able to change their relationship to something more interesting, as he did by seducing most of the female membership of the movement and playing them off against each other. Ultimately, though, he even got tired of that little game. In 2016, he cut a deal with Argus to turn over information about the movement in exchange for his freedom. They agreed but told him to get out of the country.

Since then, Fuego has largely acted as a superpowered mercenary for various criminal groups in Africa, Australia, and South America, including that run by **El Diablo Rojo**. When not thus engaged, he lives the life of a latter-day remittance man, paid by the estate managers of his late parents to stay away, and occasionally working as an instructor to would-be pick-up artists. He is

uncomfortably aware that he is getting on in years, and wonders how long he can keep up with this lifestyle. That is part of the reason that he was intrigued by a recent job offer to go to Bhutan and take part in **a certain tournament** on behalf of **the Combination** ...

Update 2021: Fuego took part in the Strongest Under Heaven Martial Arts Tournament, only to be eliminated in the first round by **Trouble**. Frustrated by this, he waited until after the tournament to try and take revenge on her, only to be captured by other members of the Powerhouse, most notably **Snowfall** and **Prydwen**. Turned over to Argus, Esteban was imprisoned for several months before being released to assist in the defense of Earth during the **Konan** invasion. To his credit, he fought bravely and managed to prevent serious damage to Florida, but absconded immediately after the end of the affair.

Update 2022: As of this writing, his whereabouts are presently unknown; some rumors place him in Ecuador, holed up under the protection of el Diablo Rojo in exchange for unknown considerations, while others claim that he has been taken captive by the Combination, who want the money they paid to have him compete in the tournament repaid.

Fuego -- PL 11 *(3rd Edition)*

Abilities:
STR 1 | **STA** 3 | **AGL** 2 | **DEX** 2 | **FGT** 4 | **INT** 1 | **AWE** 3 | **PRE** 4

Powers:
Flame Control: Array (30 points)

- ***Flame Blast:*** Ranged Damage 15 - 30 points
- ***Flame Burst:*** Ranged Burst Area Damage 10 - 1 point
- ***Flame Flare:*** Ranged Burst Area Cumulative Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense - 1 point
- ***Flame Snuff:*** Nullify Flame Powers 10, Perception Range, Simultaneous - 1 points

Force Field: Sustained Impervious Protection 10, Affects Self and Others In Selective Burst Area, Impervious is Limited to Physical Damage - 45 points
Heat Vision: Senses 3 (acute ranged detect temperature) - 3 points
Living Jet: Flight 10 (2000 MPH) - 20 points
Resistance: Immunity 10 (fire effects); Immunity 20 (energy effects), Limited to half effect - 20 points

Advantages:
All-out Attack, Attractive, Extraordinary Effort, Fearless, Great Endurance, Improved Initiative, Power Attack, Taunt.

Skills:
Acrobatics 6 (+8), Deception 7 (+11), Expertise: Criminal 5 (+6), Expertise: Popular Culture 6 (+7), Expertise: Streetwise 5 (+6), Insight 6 (+9), Intimidation 6 (+10), Perception 6 (+9), Ranged Combat: Flames 5 (+7).

Offense:
Initiative +6
Unarmed +4 (Close Damage 1)
Flame Blast +7 (Ranged Damage 15)
Flame Burst -- (Ranged Burst Area Damage 10)
Flame Flare -- (Ranged Burst Area Affliction 10, Resisted by Dodge)

Defense:
Dodge 9, Parry 7, Fortitude 6, Toughness 13/3, Will 9.

Totals:
Abilities 40 + Powers 121 + Advantages 8 + Skills 26 + Defenses 19 = 214 points

Offensive PL: 11
Defensive PL: 11
Resistance PL: 8
Skill PL: 6

Complications:
A Life of Ease--Motivation. Conscious of Advancing Age. Lecherous Cur. Secret (treason against parasupremacists.)

Fuego -- PL 11 *(4th Edition)*

Abilities:
STR 1 | **AGL** 2 | **STA** 3 | **INT** 1 | **AWE** 3 | **PRE** 4

Combat:
Attack 5 | **Defense** 7 | **Initiative** 6
Ranged Defense 9 | Specialized Attack: Flame Control 7

Resistances:
Dodge 7 | **Fortitude** 6 | **Toughness** 13/3 | **Will** 9

Powers:
Flame Control: Array - 34 points

- ***Flame Blast:*** Fire Blast 15
- ***Flame Burst:*** Fire Blast 10, Sphere Area
- ***Flame Flare:*** Dazzle Sight 10, Sphere Area
- ***Flame Shaping:*** Fire Blast 7, Shapeable 2 Area, Precise
- ***Flame Snuff:*** Counter Flame 10, Perception Range

Force Field: Linked Enhanced Toughness 10, Affects Self and Others, Sphere Area, Selective, Sustained; Linked Impervious Toughness 10, Limited to Physical Damage, Sustained - 50 points
Heat Vision: Enhanced Senses 3 (Infra-Vision [Acute, Analytical]) - 3 points
Living Jet: Flight 10, Rocket - 10 points
Resistance: Immunity 10 (Fire Effects); Immunity 20 (Energy Effects), Reduction - 20 points

Advantages:
Deceptive Feint, Extraordinary Effort, Fascinating Deception, Fearless, Great Endurance, Improved Initiative, Taunting Deception.

Skills:
Acrobatics 6 (+8), Criminal Expertise 7 (+9), Deception 9 (+13), Insight 6 (+9), Intimidation 7 (+11), Perception 7 (+10), Persuasion 8 (+12),Pop Culture Expertise 6 (+7), Streetwise Expertise 5 (+6).

Offense:
Unarmed +5 (Close Damage 1)
Flame Blast +7 (Ranged Damage 15)
Flame Burst -- (Ranged Sphere Area Damage 10)
Flame Flare -- (Ranged Sphere Area Affliction 10, Resisted by Dodge)

Totals:
Abilities 28 + Combat 28 + Powers 117 + Advantages 8 + Skills 25 + Resistances 14 = 220 points

Complications:
Indolence--Motivation. Conscious of Advancing Age. Lecherous Cur. Secret (treason against parasupremacists.)