

Name: "Heat"

Age: Unknown, but appears to be mid to late twenties.

Gender: Male

Species: Human

Occupation: Government Agent

Bio: The man currently known as "Heat" was born in the city of San Juan, Puerto Rico to impoverished parents, a situation which was made all the worse when Heat's father died when he was only 12, leaving behind a wife and three children, of whom Heat was the eldest. Upon his father's death, Heat's mother became the family's sole breadwinner, doing what she could to support her children on what meager pay she could bring in week to week, but it quickly became apparent that this alone wouldn't be enough. So, when he was only 13, Heat left school and did what he could to lessen his mother's burden and bring in some money to help out the family.

Of course, there aren't exactly many jobs open for a 13-year-old boy, not that Heat looked very hard. The trade he went into, put simply, was crime. Petty crimes, for the most part. Pickpocketing and running small-time scams on tourists were his go to methods for bringing in money, which served him well for several years. Heat's crimes were all small enough that he never drew the attention of law enforcement, though that's not to say he *never* drew attention. The neighborhood he grew up in was no stranger to crime, with gangs "managing the affairs" of any crime and criminals in the area. When they finally caught wind of Heat's operation, as unimpressive as it was, they were none too happy that he had been cutting in on their turf. Heat could handle being harassed. He was tough and intelligent, and could safely navigate his way through any encounters with these guys with ease. But when they found out who his mother was and began threatening her? That he couldn't stand for. Thus, one night when Heat was 17, he organized a meeting with the leaders of the local gangs to settle things. The following morning, there were no more gangs in his neighborhood.

The rumors of the teenager that had beaten every local lowlife and thug so badly that he had dismantled their organizations overnight spread rapidly throughout the city, inspiring awe and fear in those whose ears his story reached. By chance, a member of the US

government happened to be in the city not long after the incident, and upon catching wind of the gossip, was intrigued. He sought out the subject of these stories and was surprised to find that the legends were real. Evaluating the boy and taking note of his family's situation, he made Heat an offer: he had skills that could benefit the government immensely. If he agreed to undergo training and come work for his agency, he could make sure that his family was moved somewhere safe and provided for so that they could live not just in comfort, but luxury. Heat agreed immediately. His ship had finally come in.

Heat was taken in by the government as agreed upon. They took the opportunity to erase any details of his past life, even his own name, replacing it instead with the simple codename he has been known by ever since: "Heat." Spending a year in intensive training, Heat was unable to contact his family, but made sure he gave his best effort to make sure the agency did not regret its decision to support them. Luckily, the boy's usefulness only increased when he awakened to his Stand during training, granting him supernatural strength and speed during combat. By the time he was 18, Heat was out in the field on his first missions. They were simple things at first, but over time, things became more and more clandestine. He tried to just go along, following orders at first, but he soon found his morals couldn't take it any more. He began to push back. Question orders. Eventually, he outright refused to take on a mission he had been given, and it was at that moment that his employers took the opportunity to remind him that his mother and younger siblings were currently living in peaceful security thanks to them, under the understanding that Heat would work for them—and that it would be *such* a shame if that security could no longer be guaranteed should his behavior begin to indicate that he would no longer provide value to the agency. That made his position very clear to him, and he immediately, but reluctantly, backed down.

And that brings him to today. Heat hasn't made his disdain for his employers a secret, and they've kept him on a short leash in turn, but his proficiency in everything from espionage to assassinations make up for the back talk. Now, on his current mission, Heat finds himself back home in the Caribbean for the first time in a long time, but unfortunately, this isn't any kind of joyous homecoming. The government has caught wind of the rumors of the Gemstone City and the ensuing treasure hunt. While these sorts of things are often just old legends, they have reason to believe that there may be

some truth to this after all. It's Heat's job to make sure that, should this Gemstone City really exist, the United States finds it before anyone else. And if he fails, well... He knows what happens.

Personality: Heat is quiet, brooding, and laconic. He mostly keeps to himself, and will interact with other people as little as he can get away with while out in the field. Single-minded and determined, Heat carries out his orders with ruthless efficiency. Despite how often his missions end in combat and his own natural affinity for it, however, Heat doesn't enjoy violence. He's not exactly a gentle soul, but he wants something more out of life than simply going from place to place, knocking people's teeth out. He has his morals, and the guilt of what he's had to do over the years weighs heavily on his mind, and he's only able to keep himself going by convincing himself that he's had no other choice but to comply with whatever he's told to do. For what little it's worth, Heat tries to make up for his sins with small acts of kindness whenever he spots an opportunity for it. He has a soft spot for children and animals, and will sometimes go out of the way to help out with little things if he notices them in need.

Physical Description: Heat is a tall, physically fit Puerto Rican man with black hair. He's not the kind of guy who stands out in a crowd too much, which is something of a boon in his line of work where remaining incognito is essential. Heat dresses in a similarly nondescript fashion. Currently, his attire consists of an unbuttoned, olive green button up shirt with the sleeves rolled up to his elbows over a plain, white tank top, black pants, and black combat boots. The only distinguishing feature of his shirt are the words "Remain in Light" written across the back in dull, red lettering. He is also always seen with a pair of dark aviator sunglasses on his face.

Personality Traits:

- **Belief: ("Just One More Job...")[1]:** Heat does not enjoy his work. What initially seemed to be his and his family's ticket to prosperity has since become little more than blackmail that prevents him from living a normal life, or even seeing the family he so desperately wants to protect. Fortunately, he's good at what he does. Very good, even. Heat keeps himself going on the hope that should he keep up this performance, maybe even after this next job, they'll let him cash in his good will and retire. Of course, he doesn't really believe it. But hey, one can dream.
- **Passion: (A Job Well Done)[2]:** Heat is a professional, and when he's on the job, he's going to get that completed to the best of his abilities. That said, he

doesn't exactly have any passion for his work. In fact, he often finds what he's ordered to do objectionable, but given his situation, he doesn't have much of a choice but to accept any orders he's given without question.

- **Fury: (The Hand That Feeds You)[5]:** When Heat was recruited to work for the government in exchange for his family being taken care of, he jumped at the chance. While he had no love of the rigorous training, isolation, and clandestine dealings that became his life from that point onward, he did it all without complaint for the sake of his mother and siblings. However, it was not long into his career that he realized that just as his family was being supported and protected in exchange for his good work for the government, that same protection and support could disappear—or worse—if he did poorly or didn't comply with orders.
- **Likes:** His family, peace and quiet, and birdwatching. He doesn't often get an opportunity to enjoy the latter two while on the job, but every now and then when a moment presents itself, he enjoys himself for a moment.
- **Dislikes:** His employers, his job, and people who are either “excessively cheerful” or continually try to dig into his personal business.
- **Hobbies:** Keeping in shape. He doesn't really have time or the opportunity for much else.
- **Short Term Goal:** Get his hands on some Uropeh. That seems as good a place to start as any.
- **Medium Term Goal:** Verify the existence of the Gemstone City, and if it exists, locate it before anyone else.
- **Long Term Goal:** Get the fuck out of this line of work, and to see his mother and siblings again.
- **Greatest Desire:** To wake up one morning somewhere far away, with a new name, no responsibilities, and with his family safe.

Equipment: A set of brass knuckles, a spare pair of shades, and an earpiece with a small microphone. This piece of equipment allows Heat to communicate with any allies he has over long distances while on missions. Conveniently, he has two of these on him.

Strength: 4. Heat is in exceptionally good physical shape, as is required by his job. He's significantly stronger than his physical build would let on, able to punch and lift with the best of them.

Agility: 3. Agility is perhaps Heat's least impressive physical statistic. Not to suggest that he *lacks* agility by any means, he's certainly more impressive than the average person, but in general, Heat is more of a blunt instrument. He's here to hit things with power, not with precision.

Endurance: 5. Heat's government training has resulted in him reaching beyond his already impressive natural stamina. Able to exert himself at peak efficiency for long periods of time and take more than his fair share of punches, Heat is a force to be reckoned with on the battlefield, and won't go down without a fight.

Street Brawling: 4. Heat's natural gift for fighting was what initially caught the government's eye, and his skills have only been further refined and enhanced through intensive training over the years. Heat has developed a brutal, self-taught style of bare-knuckle combat meant for fighting in urban environments. Able to deal devastating, bone-cracking blows with his fists, weave in and out of crowded areas with ease, and utilize aspects of a city environment to his advantage, be it by swinging from a fire escape to move around or, upon corralling his opponent to the end of an alley, denying their escape while he delivers a crushing beatdown.

Improvised Weapons: 4. While Heat often relies on his fists to get the job done, but when he's in need of one, anything in the area can be turned into a weapon in his hands. Heat is able to pick up seemingly innocuous objects and has an instinctive ability to utilize them as an effective weapon—a simple broom in Heat's hands can be wielded as a spear or a staff, for instance. Combined with his own Stand-enhanced strength, this ability becomes even more terrifying. Don't be surprised if he lifts an entire motorcycle over his head just to smash it down on yours—provided he works together with his Stand, of course.

Stand Name: [\[Born Under Punches\]](#)

Stand Type: Integrated

Stand Appearance: [Born Under Punches] manifests itself as a steel dog muzzle around Heat's mouth whenever it is in use. There are small perforations in the muzzle out of which steam continually pours.

Stand Ability: Whenever [Born Under Punches] is summoned, steam continues to emit from the muzzle around Heat's mouth, at a rate of 100 mL of steam per second. This steam is hot to the touch (not excessively so, but enough to scald as a result of prolonged contact), though Heat seems immune to this effect, nor do thick clouds of it obscure his vision. Over time, generated steam generally builds up in thick clouds around Heat's body, following him as he moves.

As steam builds up, Heat can "spend" it in order to power up the actions of himself or an object he makes physical contact with. Things that have become "steam-powered" will experience an increase in power, speed, or both at once. At base, targets are buffed for 10 seconds, and Heat can spend 250 mL of steam to increase the Power of an object he is holding, or his own body, up to A Power; 200 mL of steam to increase the Speed of an object he is touching, or his own body, up to B Speed; and 100 mL of steam for every additional second he wants these buffs to last. Heat can maintain the time of these buffs by spending additional steam as it is generated. Technically, Heat can choose to buff a target's Power or Speed to less than their respective maximums of A and B, though this does not reduce the buffs' costs.

No individual buff can last longer than 1 minute. When a target's buff expires, it enters a "cooldown" state where it cannot receive a new buff equal to 50% of the prior buff's duration, i.e., an object that was buffed to the maximum of one minute cannot be buffed again for another 30 seconds.

[Born Under Punches] cannot be used to buff Stands.

[Born Under Punches] cannot generate more than 10000 mL of steam at any given time. If this cap is reached, any additional steam generation will cease until Heat spends some of his current stockpile, at which point generation will resume as usual.

While steam created by [Born Under Punches] is still just a gas, Heat is able to use his Stand to direct and control the cloud surrounding him to some extent, such as using it to create a smokescreen.

Power: S5. While the steam created by [Born Under Punches] has no physical strength and only causes D Power burns while people other than Heat are in contact with it, things that become steam-powered can be buffed up to A Power.

Speed: B. Steam is generated at a steady rate of 100 mL per second, but things that become steam-powered can be buffed up to B Speed. It should be noted that steam is generated in 100 mL “batches,” i.e., even though 100 mL of steam is generated per second, this does not mean Heat will have 50 mL of steam available to him after half a second of waiting.

Durability: E. Steam created by [Born Under Punches] has no defensive capabilities. Additionally, the muzzle can easily be destroyed and provides little to no value as armor. Any damage sustained by the muzzle will quickly be regenerated, though this does not heal Heat.

Range: E. Steam collects in thick clouds around Heat in a range of 2 meters. Things can only be steam-powered if Heat makes direct contact with the thing in question. However, steam-powered objects will remain that way until the duration of the buff expires, even if it leaves the immediate range of his Stand.

Precision: C. Heat has a reasonable amount of control over how he can direct the clouds of steam that form around his body, granting him the ability to, for example, condense some of it into thick clouds as a smokescreen and the like. Additionally, he has a good deal of control over how much a steam-powered object is buffed, and how long those buffs last.