

Guardian Pyros



Lashonna Nolan sometimes feels like her whole life to this point was spent in training to become this thing that she is now, without ever knowing it. The daughter of a prominent Vancouver politician, she found herself dumped in the care of her grandfather, a Baptist preacher, when (a) her father passed and (b) the career of her mother began to heat up. (See? The fire jokes start early.) Aside from phone calls, Lashonna had little if any contact with the woman who gave her life. As the phone calls almost always came when her mother was disappointed at her work or behavior at school, she came to associate them with the heat of humiliation.

Last month, while playing lacrosse at school, Lashonna suffered an inexplicable collapse. As she was playing goalie and the ball was on the other side of the field, this was naturally quite concerning, but she recovered without ill-effects, claiming that she had just stayed up too late the previous night studying. This resulted in yet another phone call from mom, but Lashonna had other things on her mind and just sat through it with a broad smile on her face.

When she collapsed, she awoke to find herself naked and alone in a vast dark space, gazing up at **a roaring wall of fire**. And then the fire spoke, offering somber greetings and portentous remarks that Lashonna promptly forgot afterwards. What mattered was the news that she was being entrusted with a fire so hot that the world itself might burn of it, but that she was worthy to keep it in check. "Never forget the heat of this moment," declared the fire, and then there was only flames

She woke up, finding a necklace with a fire charm in her hand. Since then, she has found the other **Guardians** who, though they have yet to recognize that she ought to be their *official* leader, generally follow her lead in their battles against that weirdo **Kishu** and the other threats that show up from time to time. She takes this whole situation a lot more

seriously than *some* of her comrades -- no names **Lucis** mentioned, of course -- and fully intends to conquer all the foes who stand before her. Before them, she means. Before them.

In the meanwhile, even without the threat of harm to herself and her loved ones, Lashonna has good reason to keep her identity a secret. Both her mother and her grandfather have expressed their disgust for all the Guardians, the former publicly and the latter more privately, which just makes the whole situation that much more fun. (That was sarcasm.) Her only real issue with her situation is annoyance that her transformation bleaches her naturally dark hair blonde, but Lashonna has coped with much worse situations.

Update 2022: After **the incident with the dragon**, the Guardians have enjoyed a much higher public profile than they have until now. As a consequence of this, Guardian Pyros has actually met her own mother in her secret identity -- and when they came face to face, for whatever reason, the disguise magic that keeps people from realizing that Pyros and Lashonna are one and the same failed to affect the councilwoman. On the upside, this means that her mother has reversed her position on the Guardians, singing their praises in the media. On the downside, this means that she now views them as a personal political asset. **However, this may or may not have become irrelevant.**

Update 2023: The situation resolved itself in the recent Confluence, resulting in a world where the Guardians remained on Earth for all this time. During this period, Guardian Pyros has started to get a little annoyed at how **Flora** and Lucis have been talking about their failures in confronting their assigned nemeses, when she herself has no idea where to even find **the fiery being** she has glimpsed only in her dreams! So much more frustrating, but does she let it get to her? The answer is no, of course, and any long pauses before giving it were also unnecessary! Anyway, she has also managed to convince her mother not to try and use their connection for political advantage, helped out by having to rescue her from Kishu that one time.

Guardian Pyros -- PL 9 (3rd Edition)

Abilities:

STR 1 | STA 1 | AGL 3 | DEX 3 | FGT 5 | INT 2 | AWE 2 | PRE 3

Powers:

Enchanted Necklace/Costume: Feature 1 (quick change); Flight 6 (125 MPH); Immunity 11 (cold, heat/fire effects); Impervious Protection 6; Removable (-7 points) - 29 points

Fire Magic: Array (18 points)

- **Flame Arrow:** Ranged Damage 9 - 18 points
- **Flame Breath:** Cone Area Damage 9 - 1 point
- **Flame Shapes:** Ranged Shapeable Area Damage 6 - 1 point

"Heat of the Moment:" Environment 2 (intense heat) - 2 points

Advantages:

Agile Feint, All-out Attack, Assessment, Defensive Attack, Diehard, Leadership.

Skills:

Acrobatics 5 (+8), Athletics 5 (+6), Close Combat: Unarmed 3 (+8), Expertise: Civics 5 (+7), Expertise: Religion 5 (+7), Ranged Combat: Fire Magic 6 (+9), Insight 4 (+6), Intimidation 6 (+9), Persuasion 3 (+6), Stealth 4 (+7)

Offense:

Initiative +3

Unarmed +8 (Close Damage 1)

Flame Arrow +9 (Ranged Damage 9)

Flame Breath -- (Cone Area Damage 9)

Defense:

Dodge 9, Parry 7, Fortitude 4, Toughness 7/1, Will 8

Totals:

Abilities 40 + Powers 51 + Advantages 6 + Skills 23 + Defenses 17 = 137 points

Offensive PL: 9

Defensive PL: 9

Resistance PL: 6

Skill PL: 4

Complications:

Responsibility--Motivation. Family (mother and grandfather.) *Secret Identity. Temper.*

Guardian Pyros -- PL 9 (4th Edition)**Abilities:**

STR 1 | AGL 3 | STA 1 | INT 2 | AWE 2 | PRE 3

Combat:

Attack 5 | Defense 7 | Initiative 3

Ranged Defense 9 | Specialized Attack: Fire Magic 9

Resistances:

Dodge 5 | Fortitude 4 | Toughness 9/1 | Will 8

Powers:

Enchanted Necklace/Costume: Enhanced Toughness 8, Improved; Feature 1 (quick change);

Flight 6; Immunity 11 (Cold Environment, Heat/fire effects); Removable (-8 points) - 32 points
Fire Magic: Array - 21 points

- **Flame Arrow:** Fire Blast 9
- **Flame Arrow Volley:** Fire Blast 6, Multiattack
- **Flame Breath:** Fire Damage 9, Cone Area
- **Flame Shapes:** Fire Blast 6, Shapeable Area

"Heat of the Moment:" Environment 2 (intense heat) - 2 points

Advantages:

Assessment, Diehard, Encouragement 2, Guidance, Improved Aim, Intimidating Feint, Untapped Potential.

Skills:

Acrobatics 5 (+8), Athletics 5 (+6), Civics Expertise 6 (+8), Insight 4 (+6), Intimidation 6 (+9), Persuasion 4 (+7), Religion Expertise 6 (+8), Stealth 4 (+7)

Offense:

Initiative +3

Unarmed +5 (Close Damage 1)

Flame Arrow +9 (Ranged Damage 9)

Flame Arrow Volley +9 (Ranged Damage 6, Multiattack)

Flame Breath -- (Cone Area Damage 9)

Totals:

Abilities 24 + Combat 28 + Powers 55 + Advantages 8 + Skills 17 + Resistances 11 = 143 points

Complications:

Responsibility--Motivation. Family (mother and grandfather.) **Secret Identity. Temper.**