

STORM

Identity: Ororo Munroe
Group Affiliation: X-Men
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Female
Height: 5' 11"
Hair: White
Eyes: Blue
Level: 12th
Experience: 77,000
Training: +1 Accuracy with Weather Control Attack



Powers:

- 1. Heightened Charisma A +14**
- 2. Heightened Endurance A +10**
- 3. Heightened Expertise (*Danger Room Training*):** +2 to hit (includes Training Bonus), +3 damage in unarmed HTH Combat (includes Training Bonus).
- 4. Mutant Power (*Weather Control*):** Storm can psionically manipulate existing weather patterns. The following table shows the score which must be exceeded on 1d20 to change the weather from one condition to another. The number given is the PR cost of changing said weather.

Once the weather is changed it remains for at least 6 turns. When any of the weather conditions given on the table above are present, Storm may utilize it as a weapon or for other purposes (each weather attack takes one action). Each utilization of the weather will extend the weather's total duration by 6 turns.

	<u>CURRENT WEATHER</u>							
	Clear	Cloudy	Rain	T-Storm	Tornado	Hurricane	Snow	Blizzard
Clear	–	1	3	5	7	9	11	13
Cloudy	1	–	1	3	5	7	9	11
Rain	3	1	–	1	3	5	7	9
T-Storm	5	3	1	–	1	3	5	7
Tornado	7	5	3	1	–	1	3	5
Hurricane	9	7	5	3	1	–	1	3
Snow	11	9	7	5	3	1	–	1
Blizzard	13	11	9	7	5	3	1	–

Storm shares a psychic bond with the primal life force of Earth's biosphere. She has an instinctive awareness to the weather around her. Her emotions are tied into her weather control powers. Thus when she experiences severe emotions, the weather in the surrounding area will change to reflect her current state. This is an automatic change with no power cost. To regain control back, she must make the appropriate weather check at double PR cost. She keeps a tight control on her emotions, to keep her powers in check.



Weather	Attack Types	Range	Damage	Other	PR
Cloudy	Darkness	51"	as Darkness	Obscures Vision	1
Rain	Special	48"	--	By Situation	1
T-Storm	Lightning*	72"	2d8	By Situation	2
Tornado	Vibratory	30"	3d6	High Winds	3
Hurricane	Sonic Blast**	45"	2d12	High Winds, Rain	4
Snow	Ice Powers	48"	1d10	Obscures Vision	4
Blizzard	Ice Powers	45"	1d12	Snow, High Winds	5

* Lightning Attack may be used outside of its weather requirement, but at a cost of PR 4.

** Sonic Blast (Thunder Clap): Can make a special attack to deafen, no damage, ignores protection, victim gets an Endurance save between-turns to recover.

Storm can manipulate the winds around her granting her the ability of Flight. She can reach speeds up to 325 mph (1430" air). PR 1/hour. Storm can also carry others with her with an additional PR cost of 1/hour per each extra person.

5. Willpower: Type A.

6. Weakness (Phobia): Storm suffers from Claustrophobia (the fear of inclosed spaces). Should she find herself in such a situation, she must make an Intelligence saving throw (on d20) per turn or else suffer -2 to all attacks and damage rolls. These penalties continue until she can either make her saving throw or she leaves the enclosed space.

7. Weakness (Prejudice): Storm is a mutant and as such, she is feared and hated by the world around her.

Weight: 127 lbs.

Strength: 13

Agility: 17

Charisma: 28

Hit Mod. (1.2) (3.0) (1.6) (1.1) = 6.336

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 266 lbs.

Movement Rates: 55" ground, 1430" flight.

Det. Hidden: 10%

Inventing Points: 15.6

Basic Hits: 3

Endurance: 25

Intelligence: 13

Reactions from: Good: +5 (-5) **Evil:** -5

Hit Points: 20

Healing Rate: 2.1

Power: 68

Basic HTH Damage: 1d6

Det. Danger: 14%

Inventing (39%):

Agility Mod: Nil

Knowledge Areas: Crime (Pick Pocket/Thief), Gardening & Kenyan Tribal Lore.

Origin and Background: (American) Ororo Munroe is a member of the X-Men.

Training Bonuses: (2) +1 Agility, (3) +1 Accuracy with Weather Control Attack, (4) +1 Agility, (5) +1 Weather Control (Change Weather/PR Cost), (6) +1 Accuracy with Weather Control Attack, (7) +1 Weather Control (Change Weather/PR Cost), (8) +1 Damage with Weather Control Attack, (9) +1 Agility, (10) +1 Strength, (11) +1 Damage with Weather Control Attack, (12) +1 Accuracy with unarmed HTH Combat, (13) +1 Damage with unarmed HTH Combat.

To Hit (Weather Control Attack): +4

To Hit (Unarmed HTH): +4

Damage (Weather Control Attack): Weather Dam. +3

Damage (Unarmed HTH): 1d6 + 4

