

# WINDRUNNER

**Identity:** Rufus Boland

**Side:** Good

**Sex:** Male

**Experience:** 29,438

**Level:** 7

**Age:** 30

**Training:** +1 to Hit with HTH Combat

**Powers:**

1. **Heightened Speed:** +870" to ground speed (maximum speed 212 mph). +29 Initiative bonus.

2. **Weather Control:** -3 to roll to change weather (minimum 2) and -3 PR cost (minimum 1 PR).

CURRENT WEATHER:	WEATHER DESIRED							
	Clear	Cloudy	Rain	T-Storm	Tornado	Hurricane	Snow	Blizzard
Clear	–	2 (1)	2 (1)	3	5	7	9	12
Cloudy	2 (1)	–	2 (1)	2 (1)	3	5	7	9
Rain	2 (1)	2 (1)	–	2 (1)	2 (1)	3	5	7
Thunderstorm	3	2 (1)	2 (1)	–	2 (1)	2 (1)	3	5
Tornado	5	3	2 (1)	2 (1)	–	2 (1)	2 (1)	3
Hurricane	7	5	3	2 (1)	2 (1)	–	2 (1)	2 (1)
Snow	9	7	5	3	2 (1)	2 (1)	–	2 (1)
Blizzard	12	9	7	5	3	2 (1)	2 (1)	–

3. **Willpower Type B.** +15 Endurance bonus.

**Height:** 5' 8"

**Weight:** 176 lbs

**Basic Hits:** 4

**Agility Mod.:** –

**Strength:** 14

**Endurance:** 28

**Agility:** 19

**Intelligence:** 15

**Charisma:** 22

**Reactions from Good:** +4      **Evil:** -4

**Hit Mod.** (1.2) (3.4) (1.9) (1.2) = 9.3024

**Hit Points:** 38

**Damage Mod.:** +3

**Healing Rate:** 3.2

**Accuracy:** +3

**Power:** 76

**Carrying Capacity:** 488 lbs.

**Basic HTH Damage:** 1d8

**Movement Rates:** 931" ground.

**Detect Hidden:** 12% (18%)\*

**Detect Danger:** 16% (22%)\*

**Inventing Points:** 10.5

**Inventing (45%):**

**To Hit (Unarmed HTH):**

+6

**Damage (Unarmed HTH):**

1d8 + 3

**Knowledge Areas:** Mechanics (Aircraft) and Scholar (Aviation History)

**Origin and Background:** (American) Rufus Boland was born to a middle class family in Augusta, Maine. His father was an aviation designer that worked at the company, Keane Avionics, designing airplanes. Rufus was fascinated with his father's work and as such, it was inevitable that Rufus would develop a love for airplanes.

Rufus loved everything about airplanes for one "little" detail – he hated flying. He likes to keep his feet on the ground so to speak. He pursued this love for the aircraft by becoming an aviation mechanic. He loved working on and tinkering with airplanes. Rufus soon found himself working for New Augustus branch of Keane Avionics.

While working late one night, Rufus was interrupted from his work when the whole building shook. Rufus made his way towards the source of the commotion to see if anyone needed help. He saw a colleague lying hurt on the floor while a ball of blue shifting lightning hovered in the centre of the room with a circular scorched hole in the ceiling above (a hole that goes all the way to the roof).

His colleague yelled at Rufus to stay back. The prone scientist called the blue lightning a Nexus Sphere and explained it had the power to disrupt reality of all it touches – often with detrimental effects.

As Rufus grabbed the scientist and started to pull him out of the room, the scientist screamed as it was too late for him. The scientist watched his hands transform into a mass of twisted wood. The wood effect began to move up his arms and onto his torso. At this point he pushed Rufus away before the transformation overtook him. The scientist became a twisted tree with portions covered with patches of reptilian skin. Unfortunately the scientist didn't live through the painful transformation.

Rufus watched in complete shock the scientist change. That was when the Nexus Sphere took notice of him. Rufus tried to dodge out of the way but the sphere engulfed him. Pain rippled through his body as he screamed for what seemed like an eternity until he heard a voice in his head say, 'Contact.' The pain stopped and the sphere disappeared. Now Rufus could feel an energizing power surge through him. Not only that, he felt connected with the very weather around him. Rufus' transformation by the Nexus Sphere was a one in a centillion chance.

Rufus used his new found abilities to become the Mystery Man known as Windrunner. He has joined the Mystery Brigade to help protect New Augustus City.

**Motivation:** Thrillseeker. He naturally wants to help others, but it doesn't hurt if he gets some publicity out of it.

**Training Bonuses:** (2) +1 to Hit with HTH Combat, (3) +1 Agility, (4) +1 to Hit with HTH Combat, (5) +1 Strength, (6) +1 to Hit with HTH Combat, (7) +1 Endurance.

\* **House Rule:** The Detect Hidden and Detect Danger scores increase by 1% for each level above the first.



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**Occupation:** Professional adventurer, airplane mechanic

**Identity:** Secret

**Legal Status:** Citizen of the United States of America with no criminal record

**Former Aliases:** None

**Place of Birth:** Augusta, Maine

**Marital Status:** Single

**Social Status:** Middle Class

**Known Relatives:** None known

**Group Affiliation:** Mystery Brigade

**Base of Operations:** New Augustus City, New York

**First Appearance:** MYSTERY BRIGADE #2