

Storm

Female; Age: 24; Height: 5' 8"; Weight: 165 lb.

Eyes: Blue (White); Hair: White

Power Level 10, 150 PP; Abilities 38 + Powers 81 + Advantages 8 + Skills 13 (26 ranks) + Defenses 10

Abilities

Strength	1	Agility	3	Fighting	4	Awareness	3
Stamina	3	Dexterity	2	Intellect	0	Presence	3

Offense

Initiative: +3

Attack Name

Attack Bonus & Resistance DC

Notes

Lightning Bolt: Damage 12 +6, DC 27 300/600/1200 ft., Crit 20

Throw +2, DC 16 Bludgeon, Crit 20

Tornado: Cylinder Area Move Object 10 DC 25 250/500/1000 ft., Crit 20

Unarmed +4, DC 16 Bludgeon, Crit 20

Powers

ü Weather Control (39 PP)

Artic Freeze: Cumulative Affliction 10 (31 PP)

[0 active, 0/30 PP, 3/r], 1st degree: Hindered and Vulnerable, 2nd degree: Defenseless and Immobile, Resisted by: Dodge, Overcome by Damage; DC 20; Cumulative, Extra Condition, Increased Range: ranged; Limited Degree (Standard - Ranged, 250/500/1000 ft. - Instant)

Dense Fog: Burst Area Concealment Attack 4 (2 PP)

[0 active, 0/30 PP, 6/r], All Visual Senses, DC 14; Burst Area 3: 120 feet radius sphere, DC 14, Attack: Dodge, Selective (Free - Close - Sustained)

Lightning Bolt: Damage 12 (2 PP)

[0 active, 0/30 PP, 2/r], DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

Local Stormy Weather: Environment 6 (1 PP)

Cold, Heat, Impede Movement (2 ranks), Visibility (-2), Radius: 900 feet (Standard - Rank - Sustained)

Tornado: Cylinder Area Move Object 10 (2 PP)

[0 active, 0/30 PP, 3/r], 25 tons, DC 25; Cylinder Area: 30 feet cylinder, DC 20, Damaging; Concentration (Standard - Ranged, 250/500/1000 ft. - Concent)

Weather Control: Environment 15 (1 PP)

Other: 1 points of effect 1, Radius: 60 miles; Selective (Standard - Rank - Sustained)

ü Weatherproof: Immunity 10 (10 PP)

Common Descriptor: Weather Effects (Personal - Permanent)

ü Wind Riding: Flight 6 (12 PP)

Speed: 120 miles/hour, 1800 feet/round (Free - Personal - Sustained)

ü Wind Shield (20 PP)

ü Enhanced Trait 20 (linked)

Traits: Dodge +10 (+13), Parry +10 (+14); Sustained (Free - Personal - Sustained)

Advantages

Benefit, Status: Storm Goddess of Africa Gain a significant perquisite or fringe benefit.

Connected Call in assistance or favors with a Persuasion check.

Defensive Roll 3 +1 active defense bonus to Toughness per rank.

Languages 1 Speak and understand additional languages.

Set-up Transfer the benefit of an interaction skill to an ally.

Teamwork +5 bonus to support team checks.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

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Defenses

Dodge 13/3

Parry 14/4

Fortitude 7

Toughness 6/3

Will 9

Hero Points: 1

Knockback: -6

Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

Fatigue

- ☐ Fatigued
- ☐ Exhausted



Movement

Routine Jump Distance - Running jump: 13 ft.; standing: 6.5 ft.; vertical: 2.6 ft.; standing vert.: 1.3 ft.

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Wind Riding: Flight 6 - Speed: 120 miles/hour, 1800 feet/round

Complications

Phobia Storm suffers from often crippling bouts of claustrophobia.

Prejudice Mutant.

Responsibility Storm feels a responsibility to the people of Africa who worship her as a Goddess.

Background Information

Languages: English, Swihili

Real Name: Ororo Munroe

Ororo Munroe is a descendant of an ancient royal line of white-haired, blue-eyed sorceresses (possibly mutants), who got their defining features every five generations. Her royal heritage can be traced back to the dawn of humanity and her family's kingdom lies hidden in the Great Rift Valley of Africa, the valley that spawned the human race itself.

The power in her family is transferred from mother to daughter. Her mother, Princess N'Dare, rebelled against their tradition as she felt that she was forced to do the role that was given to her. She then married an American photojournalist, David Munroe, and they lived in Manhattan. They moved to Cairo, Egypt when Ororo was still an infant. When Ororo was five, she and her family were caught in an Arab-Israeli conflict. Her parents were killed and Ororo ended up buried under rubble next to her mother's body. Because of this, Ororo has had a lifelong struggle to overcome her severe claustrophobia.

Ororo was never sought after by her own people in fear of her safety as her own uncle, Shetani, who felt left out and wanted to rule, threatened that he would kill Ororo should her people even try to find her. Storm, by birth, is the rightful heir to her family's kingdom and to the oldest royal family on the face of the Earth.

As an orphan in Cairo, Ororo was forced to live on the streets. She was taken in by Achmed El-Gibar who taught her the many skills of thievery and hand to hand combat. While in Cairo, Storm had her first encounter with Charles Xavier, a powerful telepath who would go on form the team of mutants called the X-Men. Through Ororo's attempt to pick Xavier's pocket, Charles met the Shadow King.

Years later, Ororo left Egypt and returned to her ancestral homeland of Kenya. On the way there, Ororo accepted a ride with a man who attempted to rape her. Ororo killed the man with a knife, but swore never to take a life again. After nearly dying of thirst in the Sahara desert, Ororo learned that she has the power to control the weather.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	4	3	
Athletics	+3	2	1	
Deception	+3	-	3	
Expertise: Politics	+4	4		
Insight	+5	2	3	
Intimidation	+5	2	3	
Investigation	-	-		
Perception	+3	-	3	
Persuasion	+5	2	3	
Ranged Combat: Lightning Bolt: Damage 12	+6	4	2	
Sleight of Hand	-	-	2	
Stealth	+3	-	3	
Technology	+2	2		
Treatment	+2	2		
Vehicles	+4	2	2	