

STORM

Ororo Monroe (Secret)

Affiliations	SOLO	6	Distinctions	CLAUSTROPHOBIA TEMPESTUOUS FAIR IS FOUL AND FOUL IS FAIR
	BUDDY	8		
	TEAM	10		

XP

PP

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

WEATHER GODDESS

- 10 ELECTRICAL BLAST
- 8 ENHANCED REFLEXES
- 8 ENHANCED SENSES
- 8 ENHANCED STAMINA
- 8 PSYCHIC RESISTANCE
- 8 SUBSONIC FLIGHT
- 12 WEATHER SUPREMACY

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *Emotional Link.* Add a die to the Doom Pool equal to your current emotional stress to add that emotional stress die to a pool including a WEATHER GODDESS power.

SFX: *Multipower.* Use two or more WEATHER GODDESS powers in your dice pool, at -1 step for each additional power.

Limit: *Emotional Tempest.* Change any WEATHER GODDESS power into a complication and recover emotional stress equal to that power's die size. Activate an opportunity or remove the complication to recover the power.

Limit: *Mutant.* When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

Specs

- 10 CRIME MASTER
- 8 COMBAT EXPERT
- 10 COVERT MASTER
- 10 MENACE MASTER
- 8 VEHICLE EXPERT

Milestones

WHIRLWIND OF EMOTIONS

- 1 XP when you first use your Emotional Link SFX.
- 3 XP when you first activate your Emotional Tempest Limit.
- 10 XP when you either apologize for injuring a teammate with your powers, or leave the battlefield rather than apologize.

MODEST GODDESS

- 1 XP when you first take mental or emotional stress.
- 3 XP when you either ask to join a team or turn down an offer to join one.
- 10 XP when you either abandon your heroic identity to accept civilian life, or when you accept your fate as a full X-Man.

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