

Character Name: **Stormfront**

AKA: James Hailey

Genre: Superheroic

Campaign: **TASK FORCE**



CHARACTERISTICS

Val	Char	Base	Cost	Roll
15	STR	10	5	12-
20	DEX	10	20	13-
20	CON	10	10	13-
13	INT	10	3	12-
13	EGO	10	3	12-
20	PRE	10	10	13-
10	OCV	3	35	
7	DCV	3	20	
3	OMCV	3	0	
5	DMCV	3	6	
8/23	PD	2	6	
10/25	ED	2	8	
5	SPD	2.0	30	
10/30	REC	4	6	
50	END	20	6	
10	BODY	10	0	
40	STUN	20	10	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	

Total 178

Summary
 Lift: 200.0kg
 Initiative: 30
 Stun Threshold: 20
 Perception Roll: 12-

 PRE Attack: 4d6
 STR Dmg: 3d6
 STR END: 1

 8/23 PD • 0/15 Res. PD
 10/25 ED • 0/15 Res. ED
 Phases: 3, 5, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	33
Spent:	33
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	178
Power Points:	302
Talent Points:	4
Martial Art Points:	0
Skill Points:	49
Perk Points:	0

Total Points: 533

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	30m [60m NC]

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 1.85 m
Weight: 70.00 kg

Appearance

James Hailey is a tall (6'1"), thin man with a slightly pale complexion, brown hair worn a little longer than most men's, a short brown beard along his jawline and around his mouth, and piercing green eyes; women consider him handsome. As Stormfront (an identity he created after the events of "You All Meet in a Lab"), he wears a black cape, black domino-style mask, black flared boots, and black flared gloves. His bodystocking is a dark grey, the color of gathering stormclouds, with a gold lightning bolt arcing across his body from his left shoulder all the way down to his right boot.

Background

James Hailey was only eight when his mutant powers began to manifest. His parents, devout Christians, thought that his ability to bring the rain was a gift from God — and there were others who agreed with them. Soon, a charismatic tent-revival preacher, Reverend Langtree, came to call. He told them James, as a good young Christian, had an obligation to carry his gift to people everywhere. After considerable thought and prayer, James's parents let him go with the Reverend.

So began over a decade of traveling around the country. Reverend Langtree was more scam artist than genuine preacher, and he and his crew taught James the tricks of the trade — how to milk a crowd, how to run a con game, how to cheat at cards. Most importantly, they taught him when and when not to use his

powers, and gave him the chance to learn to use them. Though the public only saw him calling rain to break droughts, in truth he could do much, much more.

As he grew into a young adult, James became increasingly dissatisfied. He didn't mind taking money from people — anyone who was that big a sucker deserved what he got! (Or, rather, what he lost.) But he didn't like being bossed around by Reverend Langtree and the others. He was the star of the show. He was the only true "miracle" the revival could create whenever it needed. He was the one who should be making all the money.

After his demand for a bigger cut of the proceeds degenerated into an hour-long screaming argument with Reverend Langtree, James decided he'd had enough. That night, he brought the rain... and the wind... and the lightning.... When he was done, there was nothing left of Langtree's tents, trucks, or revival show except for scraps of lumber, metal, and canvas. James walked away from the wreckage and into the Superhuman World as Stormfront.

Personality

Stormfront is self-centered and manipulative. Growing up among grifters and crooks taught him that (a) the only important things were money and power, (b) he had to take care for himself, and (c) no one can be trusted. He's always looking for an "angle" he can use to get ahead — and he remains so wary of others' attempts to exploit or trick him that his caution verges on cynical paranoia. As a result, he has a hard time getting along with people, which is one reason why, despite the flexibility and strength of his powers, he's never worked for anyone on a long-term basis (much less joined a team).

Quotes

"Dance with me, Preacher Man. If your God is as powerful as you say He is, show Him to me!"

Stormfront**COMBAT MANEUVERS**

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

ATTACK POWERS

Name	Effect	END
True Weather Control	Change Environment	0
Air Focusing	(40 STR) Telekinesis	6
Blinding Weather	Change Environment	3
Blizzard	4d6 Blast	5
Calling Down The Lightning	3d6 Killing Attack - Ranged	6
Lightning Bolt	4d6 Killing Attack - Ranged	6
Slippery Ground	Change Environment	3
Air Manipulation	(20 STR) Telekinesis	3

DEFENSE POWERS

Name	Effect	Defense	END
Deflect Ranged Attacks	Damage Negation	0	0
Wind Shield	Combat Luck	5	

SENSORY POWERS

Name	Effect	END
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COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	20	STUN:
Melee Damage	3d6	
Physical Defense	8/23	/40
Res. Phys. Defense	0/15	END:
Energy Defense	10/25	
Res. Energy Defense	0/15	/50
Mental Defense	0	BODY:
Power Defense	0	/10

COMBAT VALUES

OCV: 10 **DCV: 7**
OMCV: 3 **DMCV: 5**

Initiative and Action Phases

DEX: 30 **Action Phases: 3, 5, 8, 10, 12**

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

Stormfront

POWERS

END	Description	Cost
0	<p>True Weather Control: Change Environment (+/-4 Wind Levels, Varying Combat Effects), Area Of Effect (4m Radius; +1/4), Reduced Endurance (0 END; +1/2), Varying Effect (+1), MegaArea (1m = 1 km; +1) (112 Active Points); Extra Time (time required depends on the severity of the change in the weather the character wants to create, but minimum of 1 Turn (Post-Segment 12), -1 1/4), No Range (-1/2), Can Only Alter Existing Weather, Not Create Weather (-1/4), Requires A Roll (14- roll; Burnout; -1/4)</p> <p>Notes: Takes 1 turn/level of temperature or storm he is trying to achieve. The burnout roll represents him losing control of the weather phenomena he is attempting to manipulate.</p>	34
	<p>Tapping the Atmosphere's Latent Heat: +20 REC (20 Active Points); Only to Recover END (-1)</p> <p>Notes: This works on the exact same principle that hurricanes do in that he is tapping the latent heat of water vapor in the atmosphere. He takes a -0 limitation to reflect he does not get as much REC in totally dry environments.</p>	10
	<p>Weather Effects: Variable Power Pool, 120 base + 60 control cost, No Skill Roll Required (+1), Powers Can Be Changed As A Zero-Phase Action (+1) (210 Active Points); Weather-Based Powers only (-1/2)</p> <p>Notes: A representative (and incomplete) sample of what he can do.</p>	180
6	1) Air Focusing: Telekinesis (40 STR) (60 Active Points); Affects Whole Object (-1/4) Real Cost: 48	0
	Notes: Adds to Air Manipulation TK, total STR 60	
3	2) Blinding Weather: Change Environment (-4 to Sight Group PER Rolls), Personal Immunity (+1/4), Varying Effect (any type of weather that could interfere with vision Limited Group; +1/2), Area Of Effect (16m Radius; +3/4) (30 Active Points) Real Cost: 30	0
5	3) Blizzard: Blast 4d6, Area Of Effect (1m Radius; +1/4), Constant (+1/2), NND (Defense is Life Support [Safe Environment: Intense Cold], fire powers, or some other personal source of heat; All Or Nothing; +1) (55 Active Points); Limited Range (40m; -1/4) Real Cost: 44	0
6	4) Calling Down The Lightning: Killing Attack - Ranged 3d6, Indirect (Source Point is always the sky above the target; +1/4) (56 Active Points); Only Works During Storms (-1) Real Cost: 28	0
0	5) Deflect Ranged Attacks: Damage Negation (-12 DCs Physical) (60 Active Points); Only vs. Ranged Attacks (-1/2), Nonpersistent (-1/4) Real Cost: 34	0
6	6) Lightning Bolt: Killing Attack - Ranged 4d6 (60 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; 15d6 Hearing Group Flash Explosion 30m radius; -1 1/2) Real Cost: 24	0
3	7) Slippery Ground: Change Environment (create icy ground) (-4 to DEX Rolls to move on), Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors) (+0), Personal Immunity (+1/4), Area Of Effect (16m Surface; +1) (27 Active Points) Real Cost: 27	0
	<i>Wind Control, all slots Unified Power (-1/4)</i>	
3	1) Air Manipulation: Telekinesis (20 STR) (30 Active Points); Affects Whole Object (-1/4), Unified Power (-1/4)	20
	2) Wind Shield: Combat Luck (15 PD/15 ED) (30 Active Points); Unified Power (-1/4)	24
1	3) Windriding: Flight 30m, Reduced Endurance (1/2 END; +1/4) (37 Active Points); Unified Power (-1/4)	30
0	Self-Acclimating: Life Support (Safe in Intense Cold; Safe in Intense Heat)	4
Total Powers Cost		302

TALENTS

Description	Cost
Lightning Reflexes (+10 DEX to act first with Weather Powers)	4
Total Talents Cost	4

Stormfront**SKILLS**

Roll	Description	Cost
	+2 with all Interaction Skills	8
13-	Acting	3
13-	Charm	3
13-	Conversation	3
15-	Gambling (Card Games, Dice Games)	10
11-	KS: Christian Revival Circuit	2
11-	KS: Christian Folk Theology	2
13-	Oratory	3
13-	Persuasion	3
12-	Science Skill: Meteorology	3
13-	Sleight Of Hand	3
13-	Stealth	3
13-	Streetwise	3
Total Skills Cost		49

COMPLICATIONS

Description	Points
Distinctive Features: (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort)	10
Hunted: In-universe Anti-Mutant Organization Infrequently (Mo Pow; NCI; Harshly Punish)	20
Psychological Complication: Must attack Tent Revivals (Uncommon; Strong)	10
Psychological Complication: Looks out only for himself; doesn't trust anyone else (Very Common; Strong)	20
Social Complication: Secret Identity Frequently, Major	15
Total Complications Points	75

Stormfront**INFORMATION****Powers/Tactics**

Stormfront is a mutant with the ability to alter the weather on both a broad and intensely local scale. His control of large-scale weather patterns allows him to manipulate the weather over a radius of one to four kilometers,

but this power comes with certain restrictions, as summarized by the Affects Normal Weather and Extra Time Limitations. First, it only allows him to alter the normal weather in the vicinity, not to "create" pockets of weather at will. That means, for example, that if he's indoors and he uses his Broad Weather Control to make it rain, it doesn't start raining inside — it just rains outdoors, like any other rainstorm. Second, the greater the extent of the change he makes in the weather, the longer it takes to occur. A relatively minor change (altering the temperature by about 10-20 degrees Fahrenheit, creating a light rain shower on a sunny day, changing cloudy weather to sunny) usually manifests in about 1 Turn to one minute. A severe change — like changing a bright summer day to a blizzard — can take an hour, or more. (At the GM's option, severe changes may also require a

CON Roll, or cost double END.) Moreover, how long the change lasts after he stops paying END is inversely proportional to the severity of the change — a summertime blizzard melts away almost immediately, whereas clouds on a wintry day may last the entire day. Third, Stormfront's changes to the weather cause concomitant changes in nearby regions; if he makes it rain in Dallas, that means he's drawing in clouds from the surrounding area, "creating" sunnier and dryer weather there.

On a local scale, the changes Stormfront can create are much more intense and hazardous. Indoors or out, he can create small (up to 32m radius) changes to the ambient weather of whatever degree he desires, instantly. With the merest thought, a dry night becomes a raging thunderstorm, or winter's cold turns into summer's warmth. Depending on the type of weather he chooses to create, he can interfere with others' vision or ability to walk and stand.

Stormfront can also create even more dangerous local weather effects if necessary. For example, he can blast his enemies with bolts of lightning, create a mini-blizzard intense enough to make someone pass out, or "summon" a tiny tornado. He has a particularly high degree of control over the wind; he can use it to fly, protect himself, or move things.

In combat, Stormfront usually prefers to fly, though he may not if he's creating storms and wind. He starts by altering the local weather to suit the situation, then begins attacking with lightning bolts, his mini-blizzard, or his Telekinesis. If he discovers he's ineffective or outmatched, he'll usually flee.

Despite the fact that his powers give him the means to commit major crimes and steal vast sums of money, Stormfront still enjoys using his grifting skills. It's hard to beat the excitement of picking someone's pocket, cheating at cards, or pulling an elaborate scam... especially when he can just blast people who tumble to what he's doing and take their money anyway.

Campaign Use

A foil for Spiritual Warrior. First appeared in "You All Meet in a Lab"