

# TEMPEST

Aspect of the Storm

"Awful lot of weather we've been having here lately."

Real Name Alvin Craney  
 Player NPC  
 Origin Aspect  
 Archetype Elemental

Team Affiliation Justifiers  
 Base of Operations Phoenix, AZ, USA  
 Range of Operations National/Interplanetary wi  
 Nationality American

Hair Brown  
 Eyes Brown  
 Height 5' 4"  
 Weight 110 lbs.



Gender Cis Male  
 Sexuality Heterosexual

## ATTRIBUTES

<b>Agility</b>	<b>5</b>	
<b>Brawn</b>	<b>3</b>	
<b>Endurance</b>	<b>5</b>	
<b>Presence</b>	<b>4</b>	
<b>Reason</b>	<b>3</b>	
<b>Power Level</b>	<b>6</b>	
<b>Plot Points</b>	<b>1</b>	

Normal Lift: 120 kg (heavy adult)  
 Max Lift: 260 kg (large brown bear)  
 Throws (25 kg): 5 m

## POWERS

<b>Blast</b> Standard Lightning bolt	<b>Flight</b> Move
<b>Damaging Aura</b> Reaction Static electricity	<b>Flight, Mass</b> Move 10 m radius
<b>Weather Control</b> Standard 10 m radius	<b>Force Field</b> Quick Wind shield
<b>Weather Control, Great</b> Standard 100 m radius	<b>Personal Immunity</b> Constant
<b>Weather Control, Vast</b> Standard 1 km radius	<b>Telekinesis</b> Standard Using wind to move objects
<b>Weather Control, Ultimate</b> Standard 10 km radius	
<b>Environmental Immunity</b> Constant Heat, cold	

## MOTIVATIONS & COMPLICATIONS

Compassion: The character wants to protect others and alleviate their suffering, particularly the innocent and the helpless.  
 Responsibility: The character is burdened by the responsibility of their powers.

## SKILLS

Computing  
 Culture  
 Ranged Combat  
 Science

## GIFTS

## NOTES

## EQUIPMENT

Cell Phone (PL 1)

## MOVEMENT

	Base Move	Double Move	All-out Move
Run	40 m	80 m	240 m (140 km/h)
Swim	7 m	14 m	42 m (25 km/h)
Jump	2 m		
Fly	40 m	80 m	240 m (140 km/h)

Base Character Points 50      Unspent Experience 0  
 Total Experience Points 0      Spent Experience 0  
 Character Points Spent 50      Total Character Points 50

Attributes 34 + Skills 4 + Gifts 0 + Powers 12 = 50 / 50

## OPPOSED ROLLS

### Attacker (Action Total)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

vs

### Defender (Target Number)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

## UNOPPOSED ROLLS

### Action Total

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Culture (Reason)
Finesse (Agility)
Performance (Presence)
etc.

vs

### Target Number

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Difficulty Value (DV)
3 Moderately difficult
6 Remarkably difficult
9 Extremely difficult
12 Inconceivable!

## ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in close combat	Penalty die
Attacker is attempting to disarm the defender	Penalty die
Attacker is distracted	Penalty die
Attacker is restrained	Penalty die
Attacker is making a double move (running)	Penalty die
Attacker is surprised	Penalty die
Attacker is using a sweep attack	Penalty die
Attacker is using a two-handed weapon with one hand	Penalty die
Target is beyond effective range of the weapon	Penalty die
Attacker is charging the defender	Bonus die

## DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in close combat	Penalty die
Defender is restrained	Penalty die
Defender is surprised	Penalty die
Defender can't perceive attacker	Penalty die
Defender has cover	Bonus die
Defender is prone in ranged combat	Bonus die
Defender is making a double move (running)	Bonus die
Defender is making an all-out move (sprinting)	Bonus die

## SPENDING A PLOT POINT

<b>Bonus Die</b>	Spending a plot point grants the character a bonus die on the current roll. The player may spend the plot point before or after the dice are rolled.
<b>Escape</b>	Spending a plot point allows the character to immediately break free of a grapple or a lasting power such as Dazzle, Mind Control, or Telekinesis.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## ACTIONS

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable As many <b>reactions</b> as the GM deems reasonable

## DIFFICULTY VALUE

<b>— Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions