

# MIGHTY PROTECTORS®

PLAYER: NPC Villain

NAME: STORMLORD TRUE I.D.: Stanislas Laird  
 SIDE: Evil BIRTHPLACE: Britain  
 SPECIES: Human CULTURE: Modern  
 AGE: 24 SEX: Straight Cis Male  
 WEIGHT: 200 lbs MASS: d6  
 BACKGROUND: Thief, High Society  
 STORY: Disowned by his noble British family when convicted of jewel theft, he won a pardon and relocated to America. He inherited his abilities from his father, who was the British hero 'Excalibur' during World War II.  
 MOTIVATION: Opportunist WEALTH: d4  
 ORIGIN TYPE: Evolved LUCK: 10-  
 LEGAL STATUS: Wanted



CPs:

## ABILITIES

	INVENTING: <u>8</u> <u>Unspent</u>	IPs:
	<u>WEATHER CONTROL:</u>	
<u>15</u>	<u>A) Change Weather: IN save @ +13 (15)</u>	
<u>20</u>	<u>B): Command Weather: 20 CPs (20)</u>	
	<u>Cloudy: Darkness, Visible Light &amp; Odors, PR=2/rnd, (AGx2)=28"rng, 15"area (25), -1 lvl (-5)</u>	
	<u>Snow: Shaping, (AG)=14"rng, 89 lb/PR pt to make, SR=1 (15), 2 Entropy dmg/rnd field (+5)</u>	
	<u>Rain: Shaping, (AG)=14"rng, 1000 lb/PR pt to make, SR=1 (30), Can't mold or lift (-10)</u>	
	<u>Tstorm: Electric Bolt, (ENx2)=24"rng, PR=4, 2d12 Energy dmg, +2 vs electrical targets (20)</u>	
	<u>Tornado: Vibro Blast, (AGx2)=28"rng, PR=5, 2d8+d10 S Kinetic dmg, disable machines (20)</u>	
	<u>Hurricane: Sonic Blast, (STx2)=26"rng, PR=1, 2d8 B Kinetic dmg, Shatter (20)</u>	
	<u>Blizzard: Ice Blast, (ST+EN)/2=13"rng, PR=1, brkpnt=d10+d12/max24, 3 Entropy/rnd (20)</u>	
<u>15</u>	<u>INVISIBILITY: Visible Light &amp; Scent (20), only camouflage vs. inclement weather (-5)</u>	
<u>5</u>	<u>FLIGHT: 12"/3.8 mph, PR=1/hour (7.5), Only in inclement weather (-2.5)</u>	

CPs	SCORE							
<u>13</u>	ST <u>13</u>	SAVE	CARRYING CAPACITY: <u>151</u> lbs	BASE HTH DMG: <u>d6</u>				
<u>12</u>	EN <u>12</u>	<u>11 -</u>	ATTACKS:	To Hit	Damage	Damage Type	DEFENSES:	
<u>14</u>	AG <u>14</u>	<u>11 -</u>	<u>Punch</u>	<u>14</u>	<u>d6</u>	<u>Blunt Kinetic</u>	Physical	Mental
<u>15</u>	IN <u>15</u>	<u>11 -</u>	<u>Weather</u>	<u>14</u>	<u>varies</u>	<u>varies</u>	<u>1</u>	<u>1</u>
<u>36</u>	CL <u>36</u>	<u>15 -</u>		<u>14</u>				

V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE <u>145</u>							
V	SPENT	< <u>    </u>						
<u>145</u>	TOTAL <u>145</u>							

INITIATIVE: 2d10 MOVE: Ground 13 Flight 12  
 POWER ( 54 ):       
 HITS ( 14 ):      HEALING: 1.6  
 CAPS: BCs: 39 Ability: 29 Dmg: 14 GEAR: Break: 10 Take: 11 Disarm: 8 GBC: 15