

# Stormlord

Artwork by Jeff Dee. Color by yocjlol.

## Origin & Background:

Master Stanislas Laird was completely disowned by his noble British family after being convinced of jewel theft. After being immediately pardoned, he went to America.

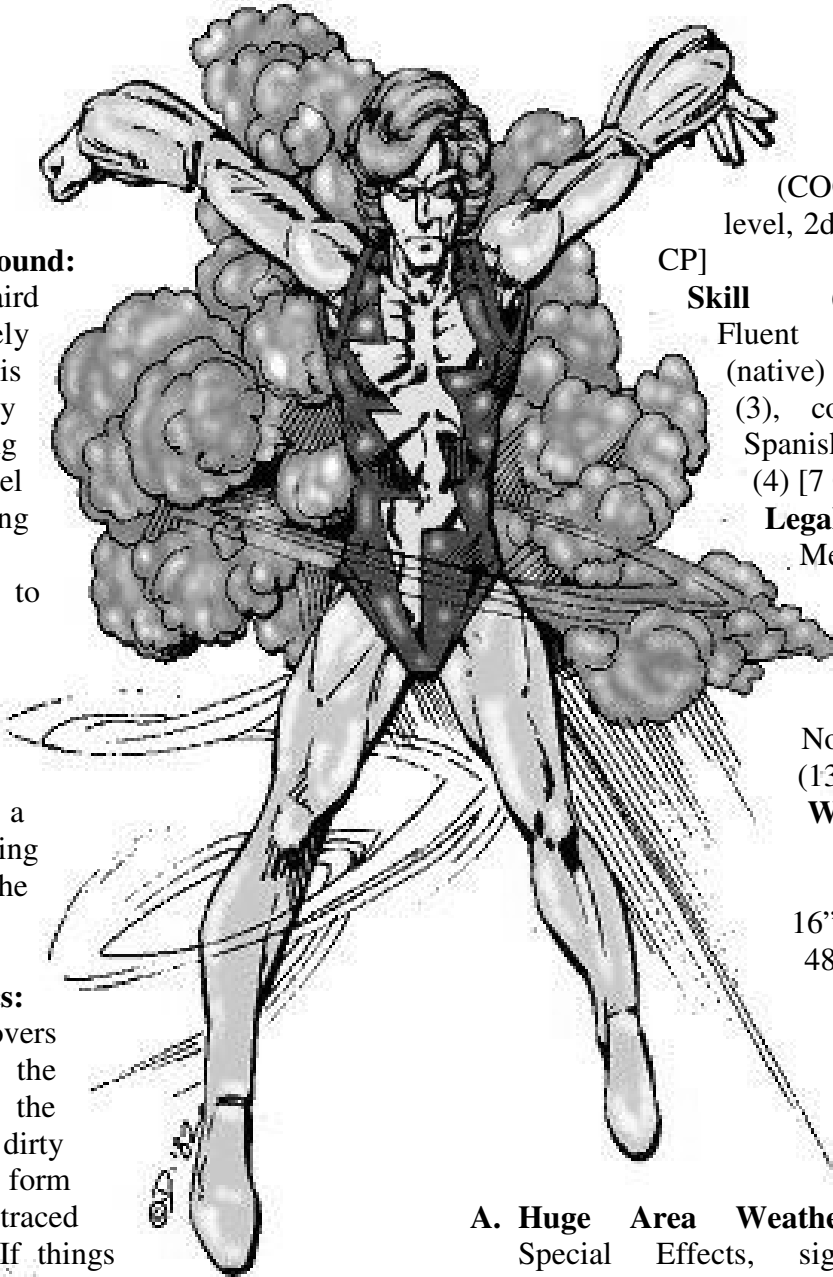
His weather control powers were inherited from his father, a superhero during World War II by the name of Excalibur.

## Battle Tactics:

Stormlord hovers invisibly above the fight, directing the heavens to do his dirty work... since this form of attack cannot be traced directly to him! If things look bad for his side, he has no qualms about abandoning his friends... but if he chooses to flee, he will usually kick the weather into full gear (hurricane is his favorite) as a diversion.

## Living Legends

PHYS 11, REFL 11, DEFT 7, INTL 11, COOL 29, VITL 11



**Skill (Convince):**  
(COOL/G) +1  
level, 2d8-1 effect [2 CP]

**Skill (Language):**  
Fluent in English (native) and French (3), conversational Spanish and Dutch (4) [7 CP]

**Legal Powers:**  
Member of lower nobility [2 CP]

**Invisibility:**  
Normal sight (13) [13 CP]

**Wind-Riding:**  
Flight, Acceleration 16", top speed 48" [13 CP]

**Weather Effects:**  
Multi-power (4 powers) (-5)

**A. Huge Area Weather Effects:**  
Special Effects, sight, sound, hearing, touch, smell (10), area effect radius 43" (+10), 12" range (+3), duration [3 minutes] (+4), immunity (+1), stays active (+2), NRG cost [2 to activate] (-2), time limit [3 minutes] (-3), slow activation [full movement and action phase] (-1), concentration to activate (-1) [29 CP]

**B. Local Area Weather Effects:**  
Special Effects, sight, sound, hearing, touch, smell (10), no range (-0), area effect radius 7" (+2),

duration [3 minutes] (+4), immunity (+1), stays active (+2), concentration to activate (-1) [17 CP]

**C. Rain of Hail:** Power Blast, 1d6 Blunt Kinetic [dull impact] (11), area effect radius 3" (+3), indirect [any direction] (+5), increased range 48" (+2), immunity (+1), concentration to activate (-1) [21 CP]

**D. Call Lightning:** Power Blast, 1d12 Electromagnetic [lightning] (29), indirect [any direction] (+5), increased range 24" (+1), immunity (+1), concentration to activate (-1) [33 CP]

**Weakness (Quirk):** He makes a great fuss over being irritated when people call him by his American nickname "Stan", but he secretly enjoys it when the ladies say it. (This charming cad is quite the ladies' man, despite his reputation.) [+5 CP]

**Weakness (Persecuted):** Wanted by law enforcement [+15 CP]

**Weakness (Bad Reputation):** Frivolous ladies man, likely to cut and run when things go bad or he gets bored, -1 COOL [+5 CP]

## ***Villains & Vigilantes***

Str 12, End 11, Int 14, Agl 13, Cha 43, 200 lbs., level 1

Basic Hits 4; Hit Modifier (1.3) (1.0) (1.1) (1.2) = 1.716; Hit Points 7; Power 50; Damage Modifier +1; Accuracy +1; Heal Rate 1.0; Carrying Capacity 283 lbs.; Basic HTH 1d6; Move 36" ground, 158" flying; Detect Hidden 10%; Detect Danger 14%

**Weather Control:** See rulebook for description.

**Heightened Charisma B:** +28

**Invisibility:** One action required to activate, PR = 1 per hour. See rulebook for description.

**Invention (Wind Riding):** He can summon strong winds to carry him aloft at 1 mph per

inch of ground movement. This also prevents mundane weather effects such as rain or snow (but not hail) from affecting him while this power is active. PR = 2 per hour.

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*Designer's Notes:* The basic V&V rules do not allow his battle tactics as he was written originally, so I added the Wind Riding invention to his V&V stats. His Int allows this, even at level 1. I leave it to the reader to adjust his Inventing Points if you use him for V&V.

His original background was really short, so I took creative license and added a few words to flesh it out in a way that I thought fit.

Artwork captured from

[http://www.paratime.ca/v\\_and\\_v/art\\_jdee\\_v\\_av.html](http://www.paratime.ca/v_and_v/art_jdee_v_av.html)

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