

Name: Stratus (magic)



Alternate IDs: Karl Klarkson
 Player:
 Campaign/GM: Meta/
 Version: Thu, 13 Apr 2017 23:45:36

Val	Char	Cost	Roll	Notes
14	STR	4	12-	HTH Damage 2 1/2d6 END [1]
26	DEX	30	14-	OCV 9 DCV 9
17	CON	14	12-	
15	BODY	10	12-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
14	COM	2	12-	
3/17	PD	0		
3/23	ED	0		
4	SPD	0		
20	REC	28		Run: 6"
35	END	1		Swim: 2"
31	STUN	0		Leap: 2 1/2"

Disadvantages
 Distinctive Features: Hands & feet are either composed of air, water or ice or they are missing - Hands, Feet and Head are blue (Not Concealable);

- Pts. Power/Skill/Perk/Talent END
- Powers**
- 5 **Mental Maelstrom:** 0
Mental Defense (7 points total)
 - 0 **Echo Armour:** 0
Armor (4 PD/4 ED) (Custom Adder)
 - 10 **Nimbus:** 1
Healing BODY 1d6
 - 1 **Meta Regen:** 0
Heal 1 BODY per day (1 Active Points)
 - 0 **Echo Jack:** 0
Mind Link, Machine class of minds, One Specific Mind, Any distance, Custom Adder, No LOS Needed; OIF Fragile Expendable (Difficult to obtain new Focus; -1), Activation Roll 12- (-3/4), Linked (Echo Armour; -1/2)
 - 18 **Cloud Burst (Adlitet):** 2
Flight 11", Costs END Only To Activate (+1/4) (27 Active Points); Gestures (-1/4), Incantations (-1/4)
 - 12 **Lightning:** 18
+6 DEX (18 Active Points); Linked (Cloud Burst (Adlitet); -1/2)
 - 7 **Hurricane:** 10
+1 SPD (10 Active Points); Linked (Cloud Burst (Adlitet); -1/2)
 - 10 **Elemental control - Ice:** 30
Elemental Control, 30-point powers, (15 Active Points); all slots Gestures (-1/4), Incantations (-1/4)
 - 10 1) **Ice Rift (Odium Glacies):** 3
Summon 129-point Ice Elemental (26 Active Points); Gestures (-1/4), Incantations (-1/4) [Notes: Costs 3 End to maintain]
 - 45 2) **Ice Shards:** 8
Energy Blast (Glacies Testa) 11d6, Armor Piercing (+1/2) (82 Active Points); Gestures (-1/4), Incantations (-1/4)
 - 10 3) **Adverse Weather Conditions (Adversa Tempestatum):** 2
Suppress - Spd (10pts per point Suppressed) 4d6 (20 Active Points); Gestures (-1/4), Incantations (-1/4)
 - 10 **Elemental Control - Earth:** 30
Elemental Control, 30-point powers, (15 Active Points); all slots Gestures (-1/4), Incantations (-1/4)
 - 11 1) **Diamond Shell (Testa Iaspis):** 3
Force Field (10 PD/16 ED), Costs END Only To Activate (+1/4)

Base OCV: 9 Base DCV: 9 Base ECV: 3
 Adjustment Adjustment Adjustment
 + + +
 Final OCV: Final DCV: Final ECV:

Levels: +2 with any single attack with one specific weapon

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Pts. Martial Arts

3 Basic Strike: 1/2 Phase, +1 OCV, +0 DCV, 4 1/2d6 Strike

Range 0-4 5-8 9-16 17-32 33-64 65-128

RMod 0 -2 -4 -6 -8 -10

DEX: 26 SPD: 4 ECV: 3
 Phases: 3, 6, 9, 12
 3/17 PD (0/14 rPD) 3/23 ED (0/20 rED) MD: 7
 END: 35 STUN: 31 BODY: 15

Roll	Location	STUNx	NSTUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1.5	x1	-7
13	Vitals	x4	x1.5	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

Height: 1.81 m Hair: None
 Weight: 80.00 kg Eyes: Blue

Background: Student at Cornell University in Ithaca, New York state. Studying meteorological sciences at the Atmospheric Science Faculty.

Working on a project with Dr Stephen Carlucci, Karl was accidentally trapped in the

Noticed and Recognizable; Detectable By Commonly-Used Senses)
 Physical Limitation: No hands or feet when meta powers inactive / unconscious (All the Time, Greatly Impairing) 20
 Psychological Limitation: If Karl is placed within a room similar to the "Lo-atmos" chamber (a spherical metal room) (Uncommon, Strong) [Notes: Strong: character takes irrational actions concerning the situation: may only change with EGO Roll.] 10
 Hunted by Doppelganger: 8- (Less Pow, Harshly Punish) 5
 Dependent NPC: Ephemera 11- (Slightly Less Powerful than the PC) 10

XP
59

Base : 185
Disads : +60
XP Spent : +59
Total = 304

93 : Characteristics Cost
183 + Powers Cost
28 + Martial Arts/Skills/Perks/Talents Cost
304 = Total Cost

(32 Active Points); Gestures (-1/4), Incantations (-1/4)
 34 2) **Stalagmites (Alabastrites):** Killing Attack - Ranged 5d6 (75 Active Points); Only When In Contact With The Ground (-1/4), Gestures (-1/4), Incantations (-1/4) [Notes: Used 'Only when in contact with the ground' limitation i.e. target has to be touching the ground.]

- Skills**
- 8 **Meteorological Simulation:** Computer Programming (Custom Adder) 15-
 - 0 Shadowing (Custom Adder) 12-
 - 0 Sleight Of Hand (Custom Adder) 14-
 - 0 Stealth (Custom Adder) 14-
 - 0 TF: Custom Adder
 - 0 Navigation (Custom Adder) 12-
 - 0 Concealment (Custom Adder) 12-
 - 0 Conversation (Custom Adder) 11-
 - 0 Criminology (Custom Adder) 12-
 - 0 Deduction (Custom Adder) 12-
 - 0 Interrogation (Custom Adder) 11-
 - 0 **Small Arms:** Hand Guns: ECHO Training, Handguns
 - 0 Acrobatics (Custom Adder) 14-
 - 0 Climbing (Custom Adder) 14-
 - 0 Parachuting (Custom Adder) 14-
 - 0 Combat Driving (Custom Adder) 14-
 - 7 **Rolling Thunder:** Teamwork 16-
 - 0 Breakfall (Custom Adder) 14-
 - 3 SS: Atmospheric Physics 12-
 - 0 Electronics (Custom Adder) 12-
 - 0 Systems Operation (Custom Adder) 13-
 - 0 Paramedics (Custom Adder) 12-
 - 0 Persuasion (Custom Adder) 11-
 - 0 Seduction (Custom Adder) 11-
 - 0 Animal Handler (Custom Adder) 11-

"Low-Atmos Crystallization Unit" whilst a 72 hour test was being undertaken.
 Due to extreme hyperthermia, Karl fell in to a coma. When he was discovered in the unit, after the experiment was complete, he was found to have lost his fingers and toes through severe frostbite.
 The damage was so extreme that Karl had to have both hands and feet amputated. During his recuperation whilst still in hospital, Karl was plagued with the pain of his 'phantom fingers'. During one severe bout of pain, whilst wishing for the pain to abate, he saw the the bandaged stumps of his wrists and ankle's belching forth a sky blue gas. The gas writhed and then formed in to what looked like fingers.
 As soon as the gaseous digits had manifested all, the pain in Karl's hand vanished. However, the new fingers did not remain for long before they lost form and disappeared.
 Over the months, Karl learned to invoke his new extremities for longer periods, he realised that he could manipulate the amount of vapour present allowing them to be anything from a wisp of air to solid ice. The new hands and feet would only manifest if Karl was conscious, if he slept when they were active he would awake to find them gone.

Eventually Karl found he could propel parts of extremities away from his body, or allow the gasses to flow out and surround him. He could use these emanations as projectiles, barriers or a means of propulsion

Personality: Before his accident and transformation, Karl had a passion for high adrenaline thrill seeking. Thanks to his wealthy parents, Karl had access to pass times which sated his lust for adreniline pumping activities. Karl was a member of a Motorcross bike racing team, loving the thrill of high speed and big air. (combat driving)
 Karl also had a love for sky diving - his yearn for being in the skies went hand in hand with his academic interest in the great blue yonder, being able to take flights in to the skies and throw himself out in to the void again slaked his thirst for an adreniline high. (parachuting)
 His study of the what made the skies tick and how it could affect his plummets to the earth (science skill: atmospheric physics) was mainly conducted via simulations on the unversities immence weather profiling system (computer programming)

Campaign Use/Notes: Reputation:
 Atlanta 22
 US 3
 World 1

	<p>0 Bribery (Custom Adder) 11-</p> <p>0 Bureaucrats (Custom Adder) 11-</p> <p>2 Frigid Understanding: +2 with any single attack with one specific weapon [Notes: CSL with Ice Shards]</p> <p>Perks</p> <p>5 Wealthy family: Money: Well Off</p>	
--	---	--