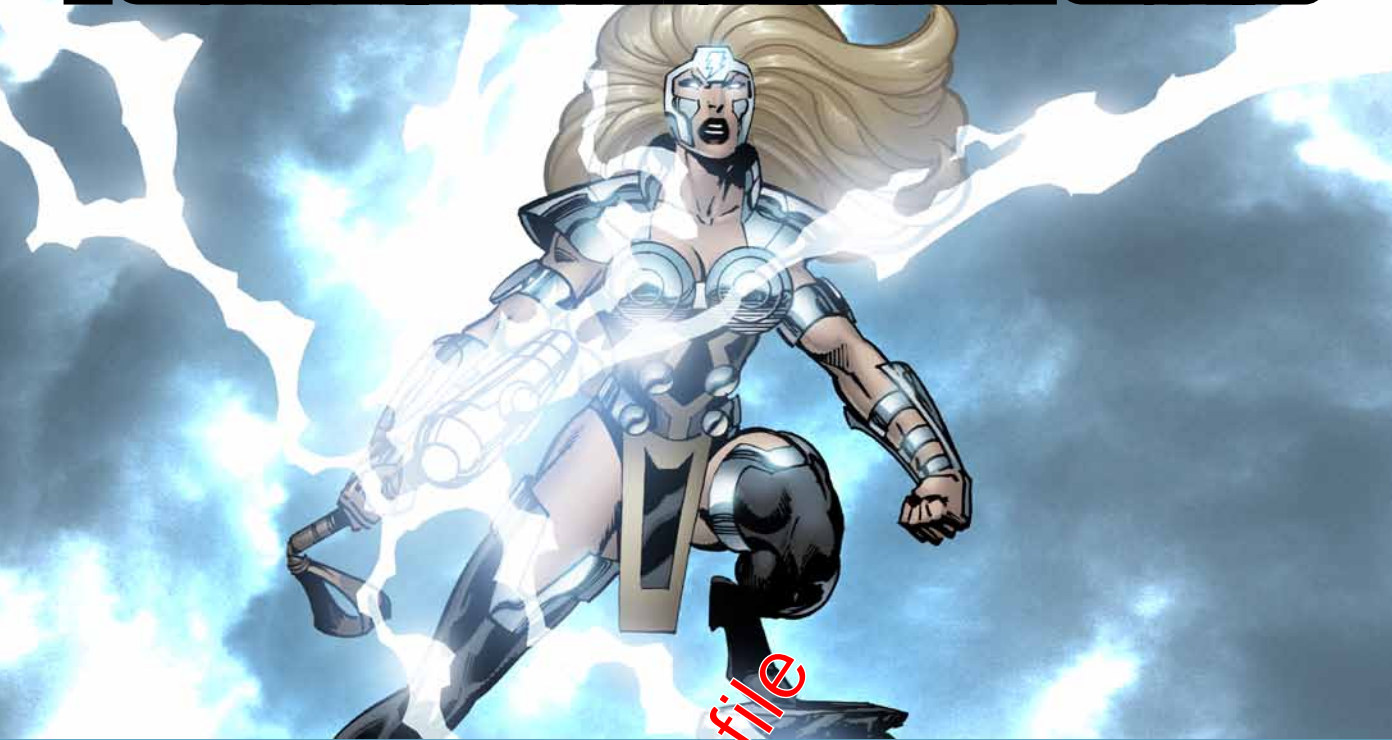


POWER PROFILE: WEATHER POWERS



The weather—from fierce storm to blinding blizzard—is among the most awesome of natural forces, assigned to spirits and gods in mythology. Super-powered heroes and villains able to command the weather have a mighty array of powers at their disposal, like the gods of old, hurling thunderbolts from on high.

WEATHER DESCRIPTORS

The “weather” descriptor includes a number of elements (so to speak):

- **Atmosphere:** For there to be “weather” there must first be an atmospheric medium to create and transmit it. The various weather powers in this profile are based on an Earth-like atmosphere; other planets may have radically different sorts of “weather,” but these are beyond the scope of this power. Still, alien characters might have unusual weather powers at their command.

The need for an atmosphere also implies weather powers are largely useless in the absence of one. There is no weather to manipulate in the vacuum of space, for example, and “weather” may be limited in an enclosed and regulated atmosphere like that of a space station or undersea habitat. See the **Power Loss** complication for more on this.

The atmosphere descriptor is related to the air descriptor; many weather powers are based on moving masses of air in various ways. Thus weather powers often subsume various air powers as well. See the **Air Powers** profile for more in air powers in specific.

Lightning: The most common offensive power of weather, lightning is a powerful blast of electricity. It can interact with targets vulnerable to electrical surges and overloads and may be less effective against those insulated or shielded from electricity, or protected by a grounding framework of some sort. See the **Electrical Powers** profile for more on lightning and electrical descriptors in general.

- **Precipitation:** Some weather powers involve various types of precipitation (rain, snow, hail, etc.). In addition to the game effects of the power, being able to make it rain in an area (for example) can have various other effects, including alleviating drought or clearing away atmospheric contaminants and washing the ground clean.

Other descriptors related to weather powers are connected to the power’s source rather than its effect and have their own implications:

- **Magic:** Magical weather powers—from spells to working with storm spirits—can often change or create weather without affecting the surrounding environment or having any lasting repercussions (see **Weather Complications**). The change is literally “like magic” and normal conditions reassert themselves immediately. On the other hand, magical weather powers are subject to magical countering effects and conditions. They may also have their own complications, such as particular rituals (spoken spells or gestures) or requirements.
- **Technology:** Weather-control devices have been common comic book super-science for decades,