

# Oncoming Storm

Your emotions/programming/indoctrination are a swirling unstable mess that can cause you to erupt in fits of passion and destruction. When you suffer frustration, disappointment, or emotional hurt, gain 1 Storm.

You are able to hold 3 Storm

When you lash out or act destructively, you may spend 1 Storm and choose one of the following additional effects:

- Something is broken beyond repair.
- Someone is frightened or cowed.
- Someone is injured or scarred.
- You have Advantage on this roll.

When a choice says someone or something is affected, the Grandfather will specify the details.

When you gain Storm while at your maximum Storm capacity, the strain causes you to either lash out immediately and spend all of your Storm at once, or mark 1 Stress.

[moves](#), [killer](#), [signature](#), [stress cost](#)

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