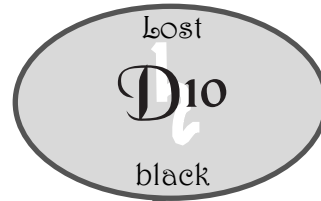


Name: Zephyr

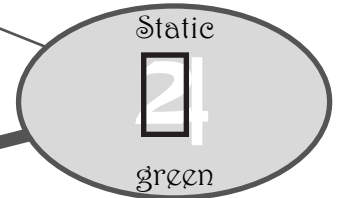
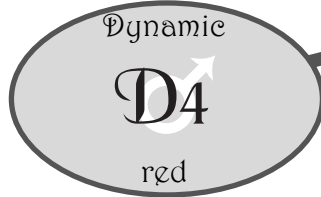
Title: Professor □'s School
for Gifted □'s



Power: Speed of the West Wind
can move three times as fast as a normal person

Weakness: Flighty
has the attention span of a squirrel

Quirk: Delayed Arrival
is inevitably late for everything



Traits:

Power Stunt: Moves Like the Wind
Is nearly impossible to hit if aware of the attack

Power Stunt: Can't Hold Me Down
Cannot be pinned or grappled

Eager
Always ready to volunteer

Athletic
Very good at sports

Master Prestigitator
Able to juggle up to twenty of any object

Competitive
Will never turn down a race

Acrobatic
Natural aptitude for jumping, climbing, swinging, etc.

Curiosity
Inquiring minds want to know...

Flaws:

Foot in Mouth
Says whatever springs to mind

Incomprehensible
Often speaks too quickly to be understood

Stimulus Dependent
Anything boring is quickly forgotten

Paradoxical thought
Will spend hours contemplating impossibilities like Zeno's Paradox

Storypath Cards: