

**Character Name:** Professor Polar

AKA: Sean Gorman

Player: Clint Menezes



## CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	13	3	12-	Lift: 151.6kg
DEX	15	10	12-	Initiative: 15
CON	15	5	12-	Stun Threshold: 15
INT	30	20	15-	PER Roll: 15-
EGO	20	10	13-	
PRE	10	0	11-	PRE Attack: 2d6
OCV	7	20		
DCV	6/9	15		
OMCV	3	0		
DMCV	4	3		
SPD	4	20		Phases: 3, 6, 9, 12
PD	10/20	8		10/20 PD (0/4 rPD)
ED	13/23	11		13/23 ED (0/10 rED)
REC	8	4		
END	45	5		
BODY	13	3		
STUN	38	9		
Run	12m	0		
Swim	4m	0		
Leap	4m	0		

**Total Characteristic pts: 146**

## COMPLICATIONS

Complication	pts
<b>Accd Chng</b> to Prof Polar: Unconscious/Asleep 11- (Uncom)	10
<b>Dist Feat</b> : Blue skin, white eyes & hair and cold aura (EConc; Note and Rec; Det By Com Senses)	5
<b>Hunted</b> : Church of the Pure Earth Inf (Mo Pow; Lim Geo; Harsh)	10
<b>Phys Comp</b> : Adapted to Temp Level -2 (Inf; Slight)	10
<b>Psych Comp</b> : Scientific Curiosity (Com; Mod)	10
<b>Soc Comp</b> : Secret ID Freq, Major	15

**Total Complication pts: 60**

## EXPERIENCE

Source	pts
Earned	66
Spent	65
Unspent	1
Base pts	300
Complication pts	60
Total pts	365

## SKILLS

Skill	Cost
Adventurer	
1) +1 to offset RMod with Cold Focuser	2
2) +2 w/ Cold Focuser	6
3) Language: German (fluent; Similarity: English)	1
4) Language: Welsh (fluent ; Similarity: Gaelic)	1
5) Paramedics 15-	3
6) Power: Cold Powers 13-	3
7) PS: Private Investigator 15-	3
8) Teamwork 12-	3
Everyhero	
1) Acting 8-	0
2) CK: New York 8-	0
3) Climbing 8-	0
4) Concealment 8-	0
5) Conversation 8-	0
6) Deduction 8-	0
7) Language: Gaelic (idiomatic)	0
8) PS: Scientist 10-	0
9) Persuasion 8-	0
10) Shadowing 8-	0
11) Stealth 8-	0
12) TF: CMGV	0
Physicist	
1) Bureaucratics 8-	1
2) Cryptography 15-	3
3) Electronics 15-	3
4) Inventor 15-	3
5) KS: Academia 8-	1
6) Language: English (imitate dialects)	5
7) Mechanics 15-	3
8) Systems Operation 8-	1
9) Weaponsmith 15-	3
Scientist	3
1) SS: Anatomy 11-	1
2) SS: Cryophysics 15-	2
3) SS: General Science 15-	2
4) SS: Martian Tech (Fam) 8-	1
5) SS: Material Science 15-	2
6) SS: Physics 15-	2
7) SS: Thermodynamics 15-	2

**Total Skills Cost: 59**

## TALENTS

Talent	Cost
Heroic Action pts: 2	0

**Total Talents Cost: 0**

## PERKS

Army General Contact: General Thomas "Thunderhead" Russ (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited to Super ID) 11-	7
Comfortable Money: Well Off (5)	5
Contact: Birog (Contact has access to major institutions, Contact has very useful Skills or resources, Contact has significant Contacts of her own, Contact limited to Super ID) 1-	5
Passport Fringe Benefit: Passport	1
Team Base Contribution Base	1

**Total Perks Cost: 19**

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## POWERS

Power	Cost	END
<b>Cold Focuser:</b> MP, 50-point reserve, (50 AP); Extra Time (FPh, -½); all OAF (-1)	20	
1) <i>Beam:</i> Blast 8d6, AoE (64m Line Expl; +¼) (50 AP); NR (-½)	2f	5
2) <i>Bone Chiller:</i> Entangle 3d6, 2 PD/2 ED, Cannot Be Escaped With Teleportation (+1/4), vs CON (+1/4), Only Takes damage from Fire/Heat (+1/4) (44 Active Points); Not vs LS: Intense Cold (-1/4)	2f	5
3) <i>Cold Grenade:</i> Blast 8d6, AoE (16m Expl; +¼) (50 AP); 3 Recoverable Chrg (-¾), Costs END (-½)	1f	5
4) <i>Ray:</i> Blast 10d6 (50 AP)	2f	5
<b>Cold Reactive Coat:</b> (Total: 12 AC, 8 RC) RProt (4 PD) (6 AP); OIF (-½) (RC: 4) <b>PLUS</b> +6 PD (6 AP); OIF (-½) (RC: 4)	8	0
<b>Emanation Effects:</b> MP, 50-point reserve, (50 AP); all NR (-½)	33	
1) <i>Cold Aura:</i> Change Environment (-10 Temperature Level Adjustment), AoE (30m Expl; +½) (45 AP)	3f	4
2) <i>Counter Heat:</i> Drain 2½d6, 30m Cone Expl (+¼), Fire Powers (+½) (44 AP); Concentrate (½ DCV; -¼)	2f	4
3) <i>Focused Aura:</i> Blast 8d6, AoE (32m Cone Expl; +¼) (50 AP)	3f	5
4) <i>Intense Touch:</i> RKA 3d6+1 (50 AP)	3f	5
<b>Gadget Pool:</b> VPP (Gadget Pool), 28 base + 45 ctrl cost, (51 AP); Variable Limitation (Can only be changed in lab [-½] <b>or</b> Can only be changed with bag-o-parts and asseby time [-½], -¼), Gadgets Only (-¼); all OIF (-½)	39	
<b>Altered Physiology</b>		
1) <i>Altered Life Functions:</i> LS (eat once/week; Intense Cold; sleep 8 hrs/week)	4	0
2) <i>Cold Distortion:</i> +3 DCV (15 AP); Costs END (-½), Lnk (Cold Field; -½)	7	1
3) <i>Cold Field:</i> RProt (10 ED) (15 AP); Costs END (-½)	10	1
<b>Gadget Pool Slots</b>		
<b>Aquatics</b>		
1) <i>Personal Impeller:</i> Swimming +18m (22m total) (9 AP); OIF (-½)	6	1
2) <i>Rebreather:</i> LS (Exp Breath) (5 AP); OIF (-½)	3	0
<b>Cold Focuser</b>		
1) <i>Cold Bomb:</i> RKA 1d6+1, AoE 4m (+¼), Const (+½) (35AP); OAF (-1), 1 RCC (1 Trn) (-¾), Costs END to Act (-¼)	12	3
2) <i>Cold-Reactive Dust Cloud:</i> Entangle 3d6, 3 PD/3 ED (30 AP); 3 Chrg (-1 ¼), OAF (-1), Costs END (-½)	8	3
3) <i>Extended Barrel:</i> +6 Cold Focuser Range (12 AP); OAF (-1), Extra Time (FPh, Activate, -¼)	5	
<b>Exo Harness</b>		
1) <i>Exo Harness - Boosted Carry:</i> +15 STR (15 AP); OIF (-½)	10	1
2) <i>Exo Harness - Carry limbs:</i> Extra Limbs (2) (5 AP); OIF (-½), Limited Manipulation (-¼)	3	0
<b>Grapple Gun</b>		
1) <i>Breacher:</i> Tunneling 1m through 10 PD material (21 AP); OAF (-1), 3 Recoverable Chrg (-¾), Costs END (-½)	6	2
2) <i>Grapple Gun:</i> Swinging 22m (11 AP); OAF (-1)	5	1
3) <i>Grapple Gun:</i> Swinging 30m (15 AP); OAF (-1)	7	1
4) <i>Grapple Gun:</i> Swinging 40m (20 AP); OAF (-1)	10	2
<b>Heavy Shield</b>		
1) <i>Heavy Shield - Atlantean:</i> Barrier 10 PD/10 ED, 8 BODY (up to 1m long, 2m tall, and ½m thick) (42 AP); OAF (-1), NR (-½), Costs END (to maintain; -½), Restricted Shape (-¼)	13	4
2) <i>Heavy Shield - Bullets:</i> Barrier 10 PD/4 ED, 6 BODY (up to 1m long, 2m tall, and ½m thick) (31 AP); OAF (-1), NR (-½), Costs END (to maintain; -½), Restricted Shape (-¼)	9	3
<b>Helmet</b>		
1) <i>Counter sound:</i> Hearing Group FlsD (5 pts) (5 AP); OAF (-1)	2	0
2) <i>Cryo Lenses:</i> IR Sight (5 AP); OAF (-1)	2	0
3) <i>Focusing Lenses:</i> +8 RMod for Normal Sight (4 AP); OAF (-1)	2	0
4) <i>Protective Lenses:</i> Sight Group FlsD (5 pts) (5 AP); OAF (-1)	2	0
<b>Misc</b>		
1) <i>Cold Field Enhancers:</i> Hardened (+¼) for up to 15 AP of Cold Field (4 AP); OIF (-½), Costs END (-½)	2	0
2) <i>Enhanced Coat:</i> RProt (4 PD) (6 AP); OIF (-½)	4	0
3) <i>Thumper:</i> Detect A Single Thing 9- (Unusual Group), Partially Penetrative, Range (13 AP); OAF (-1), Sense Affected As [Sight] (-½)	5	0
<b>Radios</b>		
1) <i>Radio, Group:</i> Radio Peeption, Transmit, Usable Simultaneously (up to 32 people at once; +1 ½) (25 AP); OAF (-1), Sense Affected As [Hearing] (-½)	10	0
2) <i>Radio, Personal:</i> Radio Peeption, Transmit (10 AP); OAF (-1), Sense Affected As [Hearing] (-½)	4	0
<b>Rocket Pack</b>		
1) <i>Rocket Pack Mark I:</i> Flight 20m (20 AP); OIF Bulky (-1), 1 CFC lasting 5 Minutes (Fuel is Very Difficult to obtain; -1), Side Effects, Side Effect occurs automatically whenever Power is used (1d6 RKA; -½), Leaves a smoke trail (-0)	6	[1 cc]
2) <i>Rocket Pack Mark II:</i> Flight 26m (26 AP); OIF (-½), 1 CFC lasting 20 Minutes (Fuel is Difficult to obtain; -½), Side Effects, Side Effect occurs automatically whenever Power is used (1d6 RKA; -½), Leaves a smoke trail (-0)	10	[1 cc]
3) <i>Rocket Pack Mark III:</i> Flight 30m (30 AP); OIF (-½), Side Effects, Side Effect occurs automatically whenever Power is used (1d6 RKA; -½), 1 CFC lasting 1 Hour (-0), Leaves a smoke trail (-0)	15	[1 cc]

**Total Power pts: 138**

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## COMBAT SHEET

### CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	45	
BODY	13	
STUN	38	
RECOVERY	8	
STUN THRESHOLD	15	

### COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block Attacks, Abort
Brace	0	+0	½	+2 vs RMod
Choke	½	-2	-2	NND 1d6, Grab Neck, Prevent speaking
Cover	½	-2	+0	Target held at "gunpoint"
Disarm	½	-2	+0	Disarm, STR vs STR
Dive for Cover	½	+0	+0	Move, Abort, Fall Prone
Dodge	½	+0	+3	Dodge Attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can Squeeze, Slam or Throw
Grab By	½*	-3	-4	Move & Grab, +v/10 to STR
Haymaker	½#	+0	-5	+4 Damage Classes, +1 Segment to perform
Hipshot	½	-1	+0	+1 Initiative
Hurry	½	-2	-2	+1d6 to Initiative
Move By	½*	-2	-2	(STR/2) + (v/10)d6, attacker takes 1/3
Move Through	½*	-v/10	-3	STR + (v/6)d6, attacker takes ½
Multiple Attack	1	var	½	Attack multiple times
Pulling a Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ Body damage
Roll With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, Abort
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Snapshot	1	-1	+0	Strike then duck behind cover
Strafe	½	-v/6	+2	Make Ranged attack while moving
Strike	½	+0	+0	STR or weapon
Suppress	½	-2	+0	Continuous fire through area, must use Autofire
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Target falls

\* - May be performed after a Full Move.

# - Attack lands at end of following Segment.

### COMBAT VALUES

Combat Value	Full [Roll]	½ [Roll]	Zero [Roll]
Physical OCV	6 [17-]	3 [14-]	0 [11-]
Physical DCV	6/9	0	0
Mental OCV	3 [14-]	2 [13-]	0 [11-]
Mental DCV	4	2	0

#### Combat Skill Levels

+3 w/ Cold Focuser

### MOVEMENT

Movement	Combat [Non-Combat]
Run	12m [24m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]

### RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

### ATTACKS

Attack	Damage	Stun X	Range	OCV	DCV	END	Notes
Melee	2 ½d6	+0	0m	+0	+0	1	HtH
Cold Focuser: Beam	8d6	+0	0m	+0	+0	5	AoE (64m line expl)
Cold Focuser: Bone Chiller	3d6	+0	200m	+0	+0	5	Ent (2 PD/2 ED); Not Escaped with TPort; vs CON; no dmg
Cold Focuser: Cold Grenade	8d6	+0	400m	+0	+0	5	AoE (16m Expl); 3 Recoverable Charges
Cold Focuser: Ray	10d6	+0	500m	+0	+0	5	
Counter Heat	2 ½d6	+0	0m	+0	½	4	Drain vs Fire/Heat; AoE (30m Cone Expl)
Focused Aura	8d6	+0	0m	+0	+0	5	AoE (32m Cone Expl)
Intense Touch	3d6+1k	+0	0m	+0	+0	5	

### DEFENCES

Totals					
PD 10/20	rPD 0/4	ED 13/23	rED 0/10	MD 0	PowD 0
Defence	Description				
Cold Reactive Coat	RProt (4 PD) (6 AP); OIF (-½) <b>PLUS</b> +6 PD (6 AP); OIF (-½)				

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## BACKGROUND

### APPEARANCE

**Hair Color:** White/Brown **Eye Color:** White/Green **Height:** 5' 2" **Weight:** 119 lbs

### Description:

### PERSONALITY

Sean approaches the world as one big and wonderful puzzle to be understood for what it is. After that you work on changing it to be better. He tends to be calm and logical, even when motivated by powerful emotions. He still feels the loss of his father and is motivated to prevent that suffering in others.

Sean believes that the responsible use of technology and advancement of science will create a safer and better world. He is working for these ends in his research and has also decided to become Professor Polar to ctrl those forces which are irresponsible w/ them.

### ORIGIN

#### Family

Mother came to US as a teenager w/ her grandmother; bringing the old stories and language w/ her.

Father is from working class family that has been in US for generations.

Grandmother, mother, two older sisters, and one older brother still alive.

Father died when he was ten (1922) in an accident at the steel foundry he worked at.

Sean's has always been very smart. This led to a lot of time spent alone as a child. His father always supported his "book learnin" and his death is still a drive for Sean. He sees the accident as something that could have been avoided if the owner of the foundry had cared more about his people than his money and developed better safety equipment and practices.

Maimeó (grandmother) helped his mother take care of the children and told stories of ancestors who were druids and people of great skill and influence; the stories always included the moral that this brought an obligation to help others w/ these gifts.

When he attended college his lower class upbringing and age (15) as well as his intelligence did him no favors in the friend department. He learned to mimic the speech patterns of the people around him and to blend in w/ the more addluent members of society that attende the university. He had a PhD in Physics by the age of 20 and has published multiple papers and patents.

Sean is attached to his family, but is still only close w/ his mother and grandmother.

When working on his first cold engine, something went horribly wrong and the engine produced a surge of energy that flooded the room. When Sean woke up, all of the water in the room was frozen and his body had been changed dramatically. It took several days to learn to dampen his personal cold field. He then developed the focusing tools he uses now as Professor Polar. He still can not figure out what went wrong as all further engine prototypes have not shown any signs of surgin, they just fail after a short time.

### POWERS