Ice Creation

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Blaster | MS+1 | RS+1 | PS+4 | RW+3 | PW+1 |
| Blizzard | MS+2 | ST+2 | RS+3 | RS+2 | PT+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Block of Ice | Ars | A | 20 | 4/ | +1 | 1 tgt | 5 | * 3/3/0 & 4d8 Entangle * Chill (Power, Toughness) | * Accuracy +2 / x2 / +0B / 10P * Armor / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P \*\*\* * Frostbite – Every round your victim is entangled, he takes 1 point penetrating cold damage / x1 / +1B / 10P * Range +1 / x3 / +0B / 10P |
| Chill Master | T | N | 20 | -- | -- | -- | 0 | * If you Chill a character who is already Chilled, you may turn that status into Frozen | * None |
| Chill Touch | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 3d8 Energy Damage * Chill (Power, Toughness) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Save DL +2 / x3 / +1B / 10P |
| Cold Immunity | T | N | 20 | -- | -- | Self | 0 | * Immune to Normal Cold * Resist Cold(1) | * Ice Sheath – Resist Fire(1) / x1 / -- / 20P * Resist +1 / x2 / -- / 20P |
| Ice Armor | R | F | 20 | -- | -- | Self | 8 | * Armor 6/6/0 * Ablates 1/1/0 each time it is hit * Protects normally from heat/fire, but then melts completely | * Frostbite – Anyone adjacent to you takes 1 point penetrating cold damage / x1 / +1B / 10P |
| Ice Blast | Ars | A | 20 | 4/ | +1 | 1 tgt | 5 | * 2d8 + Skill Energy Damage * Chill (Power, Toughness) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Fast +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Ice Patch | Ats | A | 20 | 4/ | 0 | 2 rad | 4 | * Prone (Reflex, Skill) * Remains on battlefield for 4 rounds * Anyone entering a hex on the ground must save (Reflex, Skill) or fall Prone and slide in a straight line until they exit the patch | * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Ice Skating | M | M | 20 | -- | -- | Self | 1 | * Run 12 * Overland(3) | * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |
| Ice Wall | U | H | 20 | 20 | -- | 2 hex | 8 | * Create a 2 hex ice wall that can hold 250kg * Wall has armor 6/0/0 and 50 hit points * Wall remains and requires no maintenance, but will melt 10 hit points an hour | * Area +1 / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Wall HP / x3 / 0B / 10P |
| Piercing Shot | A+ | + | 20 | -- | -- | Self | 1 | * Pierce(2) | * None |
| Snow Storm | Ats | T | 20 | 20 | 0 | 3 rad | 4 | * Creates a zone into which people can only see 1 hex * Anyone attacking through the zone will be Blind unless they are adjacent to their target * Anyone moving through the zone has to take the rough ground penalty, or be subject to a random move | * Chilled – Anyone in the storm is Chilled (Power, Toughness) / x1 / +1B / 10P * Frostbite – Anyone in the storm takes 1 point penetrating cold damage / x1 / +1B / 10P * Radius +1 / x3 / +1B / 10P * Range / x3 / -- / 10P * Shaped – The caster can shape the storm so that hexes in the area can remain unaffected / x1 / -- / 10P |