**Ice Creation**

**Highlights:**

* Attacks apply chilled status
* Good physical armor

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Block of Ice | Att | A | Bolt | 4/ | +1 | 1 target | 6u | * 6/0/0 & 4d8 entangle * Chilled (TOU, WIL 20) | 10 |
| Chill Touch | Att | A | Touch | -- | 0 | 1 target | 4u | * 3d8 energy damage * Chilled (TOU, WIL 20) | 10 |
| Cold Immunity | Res | N | -- | -- | -- | Self | -- | * 25% immunity to cold attacks * 100% immunity to mundane cold | 6 |
| Ice Armor | Arm | M | -- | -- | -- | Self | 10u | * 10/6/0 armor * Armor ablates 1/1/0 each time it is hit * Protects normally from heat/fire but then melts completely | 10 |
| Ice Blast | Att | A | Bolt | 4/ | +1 | 1 target | 5u | * 3d8 energy damage * Chilled (TOU, WIL 20) | 10 |
| Ice Patch | Utl | A | Area | 10” | -- | 3” diameter | 2r | * Prone (AGI 20) * If moving and fails save, slides across ice in straight line (but still has to save to stand) | 10 |
| Ice Skating | Mov | M | -- | -- | -- | Self | 1r | * +6” running * Can move on any surface that can be frozen * Immune to difficult terrain, mud, quicksand | 10 |
| Ice Wall | Utl | Half | Direct | 20” | -- | 2 hex wall | 6u | * Creates 2 hex ice wall with 6/0/0 and 50 hit points * Wall has 17 STR and can hold 280kg | 10 |
| Snow Storm | Utl | A | Area | 20” | -- | 3” rad | 4r | * Creates a zone into which people can see only 1” | 10 |

**Additional Information**

**Block of Ice**

* The hero encases the target in a block of ice and he is entangled. The block has 6 points of physical defense, and 4d8 hit points. Once the target escapes from the block, he may be chilled.
* *Enhance Frostbite –* Every round your victim is entangled, he takes 1 point of penetrating damage (10)

**Chill Touch**

* The character creates an aura of intense cold around his hands and touches his opponent. The touch freezes the opponent’s skin for 3d8 points of energy damage and potentially chills him.

**Cold Immunity**

* The character is resistant to cold and takes 25% less damage such attacks. In addition, the character is immune to normal cold and can survive for an indefinite period of time in such conditions.

**Ice Armor**

* The hero covers himself in an icy shell which provides good protection against attacks. However, each time the character is hit, the armor’s protection drops 1 point in every category. Fire or heat-based attacks cause the armor to melt away entirely in a single attack.
* *Enhance Frostbite –* Anyone adjacent to you takes 1 point of penetrating damage each round (10)

**Icy Blast**

* This attack fires a powerful stream of ice, snow, and hail at the target. The target is buffeted for 3d8 physical damage, and is potentially chilled.

**Ice Patch**

* The character creates a small patch of ice. Anyone entering this ice patch must save vs. a DL 20 or slip and fall. A character that falls will continue to travel until they reach the other edge of the ice patch. Standing up requires a second saving throw. Once a character saves, they can move across the ice safely, or leave the ice if they are at an edge.

**Ice Skating**

* The hero creates a path of ice in front of him and skates along it. This adds 6 hexes/round to the character’s base move. The character can ice skate on any surface he could run on, including slopes. In addition, the character can skate across difficult terrain or freezable surfaces (mud, quicksand) without penalty.

**Ice Wall**

* The hero creates a wall of ice that fills two hexes. Each hex of ice has 50 hit points and no defense. If the character desires, the shape of the wall can change. For instance, the character could create a wall 4 hexes long, but only a ½ hex thick. Such a wall would have only 25 hit points in each hex.
* If this wall is anchored at one point, it can be used as a bridge. A single hex of ice has the equivalent strength score of 17 and will hold up to 280 kg. The ice bridge is still slippery, and characters other than those with Ice Creation powers will have to move across it carefully (1/2 moves only). Also, the ice bridge cannot be sloped or else it will be too slippery to cross. Proper traction or tools eliminates these restrictions.
* *Enhance Hits –* Hit points of the wall are increased by 20 (10)
* *Enhance Strength –* Carrying capacity of wall is increased by 100kg (10)

**Snow Storm**

* The character creates a small, but intense snow storm. The blowing snow is so thick that characters can only see 1 hex into this zone.