

Inventory			
Name	Bonus	Mod	Description
Sturdy Clothing	Armor	acket, v	
Duffel bag			
Talents			
Money			\$1,000.00

Contracts
In debt (2) to ASYLUM for Master of Mechanics.

Background
<p>Grom is a Frost Giant from Jotunheim who came to Black Iron to escape the conflict between his people and the remaining Aesir. He still holds a grudge against the Einherjar (Aesir soldiers) for murdering his brother. He is a member of the First Born, a gang of giants, dragons, and other monsters cast out from the various pantheons. Though quite loyal to the First Born, you owe Asylum a great debt for smuggling you into Black Iron, sheltering you and providing you refugee immigrant status.</p>

Notes
<p>Tall and imposing even in Covert form, Grom grows to nearly eleven feet when manifested. His skin turns blue and gunmetal grey as his frost-rimmed beard suddenly reappears. Grom maintains a somewhat positive outlook, though his thoughts are never far from the homeland and conflict he had to flee from. As such, he's lost all patience for tyrants and bullies.</p>

Covert Power				Action	Mod	Impact	Manifest Power				Action	Mod	Impact
Implacable Stance				Free		/	Colossal Form				Simple		
Target:							Target:						
Effect:							Effect:						
Until the End of Your Next Turn You ignore all forced movement and penalties from hindering terrain.							Until the End of Your Next Turn Your Manifest Form grows from Large to Colossal. While you are Colossal: <ul style="list-style-type: none">• Rolls that target your Ranged Defense gain a Minor Advantage• Your reach extends to three yards• Your physical armor rises from 2 to 4• You gain an expertise die on all rolls associated with the Might attribute.						
Special:				Willpower:			Special:				Willpower:		
											You may use Colossal Form as a free action.		

Covert Power				Manifest Power			
Action	Mod	Impact		Action	Mod	Impact	
Frozen Artifice	Simple		/	Flash Freeze	Complex	5	5
Target:				Target:	Any nearby creature or object. (Range: 20 yd)		
Effect:				Effect:			
In your palm you create a simple item or tool out of conjured water and ice. The item is supernaturally as hard as steel and this power can be used to create effective weapons such as knives and clubs. These items are considered masterwork or specialized (Rating 5) for most purposes. Items created by this power eventually melt like normal ice when left unattended.							
Special:		Willpower:		Special:		Willpower:	
				Until the End of Your Next Turn: Target is restrained.		Escape Roll Ends: The target is restrained and immobilized.	

Covert Power	Action	Mod	Impact	Manifest Power	Action	Mod	Impact
Supercharge	Complex		2 / 2				
Effect:				Effect:			
For the rest of the scene you may add your Wits to the equipment's impact. The equipment requires major repairs afterward.							
Special:		Willpower:		Special:		Willpower:	

Covert Power	Action	Mod	Impact	Manifest Power	Action	Mod	Impact
			/				
Effect:				Effect:			
Special:		Willpower:		Special:		Willpower:	