





Player:		Race:	Fey (Frost Giant)	Origin:	Outside																		
Character:	Grom "Cold Blood" Jotunbrud	Concept:	Frost Giant Enforcer	Faction:	Pantheon (First Born)																		
Image:		Harmony	Foundations: (from least to most important) <table border="1"> <tr> <td>6</td> <td>5</td> <td>Community: The clan looks out for its own. Together you are stronger than your sum.</td> </tr> <tr> <td>5</td> <td>4</td> <td>Vengeance: Eye for an eye, tooth for a tooth. The price of justice is never too expensive.</td> </tr> <tr> <td>4</td> <td>3</td> <td>Ambition: Strength is both a means and an ends. Use your strength to improve yourself.</td> </tr> <tr> <td>3</td> <td>2</td> <td>Guardian: Protect the weak. Respect and nurture the strength of others.</td> </tr> <tr> <td>2</td> <td>1</td> <td>Honor: Your word is bond. You and live and die by your oaths.</td> </tr> <tr> <td>1</td> <td></td> <td></td> </tr> </table>			6	5	Community: The clan looks out for its own. Together you are stronger than your sum.	5	4	Vengeance: Eye for an eye, tooth for a tooth. The price of justice is never too expensive.	4	3	Ambition: Strength is both a means and an ends. Use your strength to improve yourself.	3	2	Guardian: Protect the weak. Respect and nurture the strength of others.	2	1	Honor: Your word is bond. You and live and die by your oaths.	1		
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Max Resolve:	29	Max Energy:	8	Initiative	5																		
Physical Defense	8	Mental Defense	8																				
Current:		Armor:	2	Resistance:	Freezing																		

Traumas and Stigmas:**Attributes and Skills**

TO USE SKILLS: Roll 1d10 to get the RESULT: ()
 Add MODIFIER to  to determine success or failure
 then add BASE IMPACT to  to get total Impact

MIGHT	6	Modifier	Base Impact
Athletics	3	3	6
Close Combat	6	6	6
Survival	3	3	6
AGILITY	2		
Ranged Combat	1	1	2
Stealth	1	1	2
Mechanics	5	5	2

WITS	3	Modifier	Base Impact
Academics	1	1	3
Electronics	2	2	3
Medicine	1	1	3
INTUITION	2		
Empathy	1	1	2
Occult	1	1	2
Streetwise	1	1	2
PRESENCE	3		
Command	3	3	3
Relate	1	1	3

Aspects

Character Features and Passive Bonuses

Size
 Currently providing +1 to Might

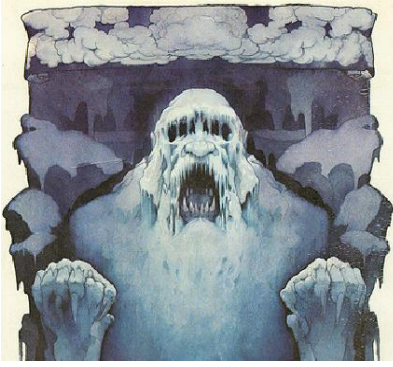



Sea
 Currently providing Freezing Resistance and ability to breathe underwater as if it were air

Tinker
 Currently providing +1 to Mechanics and Electronics modifiers

Powers

Name	Action	Modifier	Base Impact
Colossal Stature	Simple	3	5
Implacable Stance	Free	3	5
Frozen Artifice	Simple	3	5
Supercharge	Complex	4	**

(For more information, see the power cards)

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Max Resolve:	29	Max Energy:	8	Initiative	5
Physical Defense	8	Mental Defense	8	Armor:	2
Current:		Current:		Resistance:	Freezing
Traumas and Stigmas:					
Attributes and Skills					
TO USE SKILLS: Roll 1d10 to get the RESULT: () Add MODIFIER to  to determine success or failure then add BASE IMPACT to  to get total Impact			WITS 3 Modifier Base Impact Academics 1 3 Electronics 2 3 Medicine 1 3		
MIGHT 6 Modifier Base Impact Athletics 3 6 Close Combat 6 6 Survival 3 6			INTUITION 2 Empathy 1 2 Occult 1 2 Streetwise 1 2		
AGILITY 2 Ranged Combat 1 2 Stealth 1 2 Mechanics 5 2			PRESENCE 3 Command 3 3 Relate 1 3		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Size Currently providing +1 to Might Currently providing Advantage on all Escape rolls			Colossal Stature	Simple	3 5
Sea Currently providing Freezing Resistance and allows you to breathe underwater as if it were air Allows freezing resistance and water breathing to be shared with anyone adjacent, currently providing an exploit die to water based Athletics rolls.			Implacable Stance	Free	3 5
Tinker Currently providing +1 to Mechanics and Electronics modifiers Allows you to be considered using equipment on all actions (+1 to base Impact) whether you actually have equipment or not.			Frozen Artifice	Simple	3 5
			Supercharge	Complex	4 **
(For more information, see the power cards)					

Inventory		
Item	Base Impact	Description
Large duffel bag	2	Good for storing or hiding things
Sturdy clothes	2	Extra layers come in useful during bad weather
Metal Plate and Chain Link Base Layer		Currently Providing Armor 2
Life savings		\$932, all in different pockets/purses
Contracts		
With ASYLUM: Year and a day of service for Supercharge, may keep power afterward for 4 Talent debt (or can extend the contract)		
Background		
<p>Grom is a Frost Giant from Jotunheim who came to Earth to escape the conflict between his people and the remaining Aesir (Norse Gods). He still holds a grudge against the Einherjar (Aesir's soldiers) for murdering his brother. He is a member of the First Born, a gang of giants, dragons, and other monsters cast out from their homelands by various pantheons. Though quite loyal to the First Born, Grom owes Asylum a great debt for smuggling him onto Earth, sheltering him and providing refugee immigrant status.</p> <p>In addition to being able to switch from his normal human form to his original towering frost giant form, Grom also has the ability to conjure up magical ice. He relies heavily on this power to help him solve problems.</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> <p>Two of Grom's powers have even greater effect when Manifested. Don't forget about those!</p> <p>Grom is an independent contractor working for Asulym but ultimately his true loyalty is to the First Born. As long as Asylum helps in his people's fight for equal rights and reparations, he's happy to work with them.</p>		



Covert Power		Action	Mod	Impact		Covert Power		Action	Mod	Impact	
Colossal Stature		Simple	3	5	/	5	Implacable Stance		Free	3	5 / 5
Target:	Self					Target:	Self				
Effect:						Effect:					
Until the End of the Scene You gain 2 Physical Armor and suffer Disadvantage on Agility and Stealth rolls as your muscles and skin grow harder. Any of your successful Might-based rolls become Devastating (If your roll just barely succeeds, you can roll again and take that second roll if it's higher)						Use only after being physically struck or forced to move Borrowing on a secret reserve of size and strength you brace yourself with astonishing tenacity. You gain Physical Resistance against the Impact and negate the forced movement					
Special:		Willpower:				Special:		Willpower:			
If you use this power while in Manifest Form, you double in height to gain a reach of nearly 2 yds and can Exploit any Might rolls. Your Physical Armor also increases to 6.								The target that triggered this power receives the same amount of Impact that you received (after Resistance)			

Covert Power		Action	Mod	Impact		Covert Power		Action	Mod	Impact	
Frozen Artifice		Simple	3	5	/	5	Supercharge		Simple	4	** / **
Target:	Self					Target:	One held object or piece of equipment				
Effect:						Effect:					
You conjure into your hand a simple object made of ice. The object can have interlocking parts, but can be no more complex than most handheld mechanical tools such as a chain or pliers. Frozen Artifice objects may be used as tools on any relevant skill roll, when used this way use Frozen Artifice's base Impact instead of the skill's. If used as a weapon, the Frozen Artifice inflicts either Freezing or Physical Impact. The Frozen Artifice is magically as strong as steel. It will, however, melt like natural ice at the end of the scene.						For the rest of the scene you may add your Wits to the equipment's base Impact. The equipment either breaks completely or requires major repairs afterward.					
Special:		Willpower:				Special:		Willpower:			
Using this power's Willpower feature also requires you to spend your Complex action		Conjure up to one cubic meter of ice adjacent to you in any shape that you can imagine. Any creature in the same location as the ice must make an immediate Escape Roll to avoid becoming restrained.						The Supercharged object will not break at the end of the scene.			