

ICE QUEEN

Affiliations:

Solo 

Buddy 

Team 

Distinctions:

*Cold Heart

*Living Winter

*Hail to the Queen

 or  +1 PP

XP: ____ PP: ____

Power Sets

CRYOKINESIS



Cold Mastery



Ice Blast



Superhuman Durability



Enhanced Stamina



Subsonic Flight

SFX: Ice Constructs - Add a d6 and step up the effect die when using Cold Mastery to create an ice or snow based Asset.

SFX: Blizzard - Add a d6 and keep an additional effect die for each additional target after the first.

SFX: Frozen! - Add a d6 and step up the effect die when inflicting a "Frozen" complication.

SFX: Immunity - Spend 1 PP to ignore physical stress or complications from cold or emotional stress or trauma of any sort.

SFX: Multipower - Add more than one CRYOKINESIS power die to your dice pool. Step back each CRYOKINESIS power die in your pool once for each die beyond the first.

SFX: Absolute Zero - Step up or double your CRYOKINESIS powers for that Scene, or spend 1 PP to do both. Take second highest rolling die of each subsequent action as Mental Stress.

Limit: Thaw Out - Step up any Stress or Complications caused by heat or fire and gain 1 PP.

Specialties



Mystic Expert



Menace Expert



Psych Expert

Milestones

The Cold Shoulder

1 xp when you declare a character an old flame

3 xp when you are Stressed or Complicated out of a scene by an old flame

10 xp when you either kill the old flame or restart your relationship anew

Winter is Coming

1 xp when you talk about how your powers frighten even you

3 xp when you activate your Absolute Zero SFX and take Mental Trauma

10 xp when you give up being a villain to become an elemental or give up your powers to live a normal life

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