

ZERO K

Living heat sink

"Oh, you're in trouble now."



Real Name Kestrel Thomas

Player NPC

Origin Gifted

Archetype Elemental

Team Affiliation Solo

Base of Operations New Orleans, LA, USA

Range of Operations National

Nationality American

Hair Black

Eyes Brown

Height 160 cm (5' 3")

Weight 53 kg (117 lbs)

Gender Cis Female

Sexuality Heterosexual

ATTRIBUTES

Agility

4



Brawn

3



Endurance

4



Presence

3



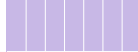
Reason

1



Power Level

7



Normal Lift: 120 kg (heavy adult)
Max Lift: 260 kg (large brown bear)
Throws (25 kg): 5 m

Max Range: 1 km
Increased Max Area: 1 km radius
Personal Immunity

MOTIVATIONS & COMPLICATIONS

Courage: The character chooses and is willing to confront agony, danger, and uncertainty.
Responsibility: The character is burdened by the responsibility of their powers.

Vulnerability: Zero K's Power Level is reduced by 1 for each 5° C (9° F) below room temperature, 20° C (68° F).

POWERS

Absorption

Free action, Self-only

Blast

Standard action, Ranged, Normal
Ice blast

Area Blast

Standard action, Ranged, Area, Normal
Icicle rain

Damaging Aura

Free action, Hand-to-hand, Normal
Cold as ice

Heat Immunity

Constant, Self-only

Ice Wall

Standard action, Ranged, Area, Environmental

Environmental Control

Standard action, Ranged, Area, Environmental

Environmental Immunity

Constant, Self-only
Immune to extreme heat and cold

Force Field

Quick action, Self-only

Hold

Standard action, Ranged, Special
Encase in ice

Night Vision

Free action, Self-only
Sense heat patterns

EQUIPMENT

Club (PL 1)
Knife (PL 1)
Pepper Spray (PL 1) (sensory, stunning)
Binoculars, Pocket Size (PL 1)
Cell Phone (PL 1)
Flashlight (PL 1)
Motorcycle (Damage Resistance (PL): 5, Endurance: 1, Top Speed: 260 km/h)

SKILLS

Athletics (+)
Culture
Diplomacy
Hand-to-hand Combat
Ranged Combat
Stealth

GIFTS

Utility Belt

MOVEMENT

	Base Move	Double Move	All-out Move
Run	13 m	26 m	78 m (47 km/h)
Swim	4 m	8 m	24 m (14 km/h)
Jump	2 m		

Base Character Points 50 Unspent Experience 0
Total Experience Points 0 Spent Experience 0
Character Points Spent 50 Total Character Points 50
Attributes 29 + Skills 7 + Gifts 1 + Powers 11 + Modifiers 2 = 50 / 50

OPPOSED ROLLS

Attacker (Action Total)

Defender (Target Number)

Dice	plus	Skill (Attribute)	vs	Dice	plus	Skill (Attribute)
1d6	Unskilled	Hand-to-hand Combat (Brawn)		1d6	Unskilled	Hand-to-hand Combat (Brawn)
2d6	Skilled	Ranged Combat (Agility)		2d6	Skilled	Ranged Combat (Agility)
2d6	Has Expertise (Re-roll 1s and 2s)	Mental Combat (Power Level) etc.		2d6	Has Expertise (Re-roll 1s and 2s)	Mental Combat (Presence) etc.

UNOPPOSED ROLLS

Action Total

Target Number

Dice	plus	Skill (Attribute)	vs	Dice	plus	Difficulty Value (DV)
1d6	Unskilled	Culture (Reason)		1d6	Unskilled	3 Moderately difficult
2d6	Skilled	Finesse (Agility)		2d6	Skilled	6 Remarkably difficult
2d6	Has Expertise (Re-roll 1s and 2s)	Performance (Presence) etc.		2d6	Has Expertise (Re-roll 1s and 2s)	9 Extremely difficult 12 Inconceivable!

ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	Penalty die
Attacker is attempting to disarm the defender	Penalty die
Attacker is distracted	Penalty die
Attacker is restrained	Penalty die
Attacker is making a double move (running)	Penalty die
Attacker is surprised	Penalty die
Attacker is using a sweep attack	Penalty die
Attacker is using a two-handed weapon with one hand	Penalty die
Target is beyond effective range of the weapon	Penalty die
Attacker is charging the defender	Bonus die

DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in hand-to-hand combat	Penalty die
Defender is restrained	Penalty die
Defender is surprised	Penalty die
Defender can't perceive attacker	Penalty die
Defender has cover	Bonus die
Defender is prone in ranged combat	Bonus die
Defender is making a double move (running)	Bonus die
Defender is making an all-out move (sprinting)	Bonus die

SPENDING A PLOT POINT

Bonus Die	Spending a plot point grants the character a bonus die on the current roll. The player may spend the plot point before or after the dice are rolled.
Escape	Spending a plot point allows the character to immediately break free of a grapple or a lasting power such as Dazzle, Mind Control, or Telekinesis.
Inspiration	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
Power Stunt	Spending a plot point permits the character to use a power they do not have.
Rally	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
Retcon	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
Surge	Spending a plot point increases one of the character's attributes by one for one round.

ACTIONS

On Your Turn	One move action One standard action As many quick actions as the GM deems reasonable
Any Time	As many free actions as the GM deems reasonable

DIFFICULTY VALUE

— Routine	Perform a familiar task under ordinary conditions
3 Moderately difficult	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
6 Remarkably difficult	Perform an unfamiliar task under hostile conditions
9 Extremely difficult	Perform an esoteric task under ordinary conditions
12 Inconceivable!	Perform an esoteric task under hostile conditions