

# 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**



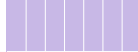
**Reason**

**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  
Fire and heat 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  
Total Experience Points 0  
Character Points Spent 50  
Unspent Experience 0  
Spent Experience 0  
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

<b>Bonus Die</b>	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.
<b>Escape</b>	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.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## ACTIONS

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

## DIFFICULTY VALUE

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