

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	<div><div></div><div></div><div></div><div></div></div>
Brawn	3	<div><div></div><div></div><div></div></div>
Endurance	4	<div><div></div><div></div><div></div><div></div></div>
Presence	3	<div><div></div><div></div><div></div></div>
Reason	1	<div><div></div></div>
Power Level	7	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Plot Points	1	

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

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

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

Heat Absorption

Reaction

Blast

Standard Ice blast

Explosive Blast

Standard Icicle rain

Damaging Aura

Reaction Cold as ice

Heat Immunity

Constant

Ice Wall

Standard

Environmental Control

Standard 10 m radius; cold and snow only

Great Environmental Control

Standard 100 m radius; cold and snow only

Vast Environmental Control

Standard 1 km radius; cold and snow only

Environmental Immunity

Constant Immune to extreme heat and cold

Force Field

Quick

Hold

Standard Encase in ice

Night Vision

Free Sense heat patterns

Personal Immunity

Constant

SKILLS

Athletics (+)
Close Combat
Culture
Diplomacy
Ranged Combat
Stealth

GIFTS

NOTES

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 0 + Powers 14 = 50 / 50

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)

OPPOSED ROLLS

Attacker (Action Total)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

vs

Defender (Target Number)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

UNOPPOSED ROLLS

Action Total

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Culture (Reason)
Finesse (Agility)
Performance (Presence)
etc.

vs

Target Number

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Difficulty Value (DV)
3 Moderately difficult
6 Remarkably difficult
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 close 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 close 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

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 As many reactions as the GM deems reasonable

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.

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