Zero K

Living heat sink

"Oh. vou'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

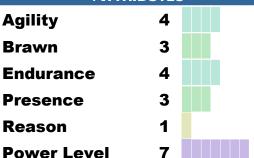
 Height
 160 cm (5' 3")

 Weight
 53 kg (117 lbs)



Gender Cis Female
Sexuality Heterosexual

ATTRIBUTES



Max Range: 1 km

Increased Max Area: 1 km radius

Personal Immunity

Plot Points

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).

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

SKILLS

Standard action, Ranged, Area, Environmental

Environmental Immunity

Constant, Self-only
Immune to extreme heat and cold

Force Field

Quick action, Self-only

Hold

Powers

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)

Culture
Diplomacy
Hand-to-hand Combat
Panged Combat
Stealth

Athletics (+)

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)

Action Total

Defender (Target Number)

Dic	e 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)
	Has Expertise (Re-roll 1s and 2s)	Mental Combat (Power Level)		2d6 Has Expertise		Mental Combat (Presence)
		etc.		(Re-roll 1s and 2s))	etc.

UNOPPOSED ROLLS

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Dice	plus	Skill (Attribute)	vs	Dice	plus	Dif	ficulty Value (DV)
1d6 Unskille	ed	Culture (Reason)		1d6 Uns	killed	3	Moderately difficult
2d6 Skilled		Finesse (Agility)		2d6 Skill	ed	6	Remarkably difficult
	Has Expertise	Performance (Presence)		2d6 Has Expertise	•	9	Extremely difficult
(Re-roll	1s and 2s)	etc		(Re-	roll 1s and 2s)	12	Inconceivablel

ATTACK BONUSES AND PENALTIES

DEFENSE BONUSES AND PENALTIES

Target Number

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

	Spending A Plot Point		As many quick actions as the GM deems reasonable	
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.		As many free actions as the GM deems reasonable	
Escape	Spending a plot point allows the character to immediately		DIFFICULTY VALUE	

Bonus die

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.

Attacker is charging the defender

Spending a plot point grants the character an intuitive leap: Inspiration the player receives a hint from the GM on what to do next.

Spending a plot point permits the character to use a power **Power Stunt** they do not have.

Spending a plot point allows a character to rally and Rally immediately recover half of the Endurance they have lost.

Spending a plot point allows the player to change the past in Retcon some way that supports the current needs of the plot.

Spending a plot point increases one of the character's Surge attributes by one for one round.

— 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

One move action

One standard action

On Your Turn