

Super Hero Power – Ice

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In the real world, cold, like fire, is a terrible thing that causes suffering and real damage. In comics, cold is just another type of “energy” that has the added attribute of turning liquids into solids.

This power set also includes some other features of ice and cold, like making things slick, or creating Perception-reducing snow-storms.

Basic Ice Rules

The Toughness of normal (non-super-heroic) ice is 3 (dice), or a difficulty of 15. Additionally, 1 inch of ice has a Structure of 1. That is, to break through 1 inch of ice, you need to roll 15, but to break 2 inches of ice, you would need to roll 25 or 15 on two different attacks. (Structure = Stun for objects)

Fire and Ice cancel each other out on a one-to-one basis.

Staying in constant contact with (normal) ice is a 5 difficulty cold attack that increases by +5 difficulty every 10 Time Units the target stays in contact, up to a maximum of 50.

Ice Powers Basic Ability Improvements

A Hero that has at least one level in this Power Set starts the game with these basic ability improvements:

Perception: +1

Additionally, any character with at least one level of Ice takes no penalties or damage from their own Ice Powers, and never takes any penalty from Ice Slick.

Ice Powers

Level 1 (chose one of these)

- **Cold Resistance**
Add +2 dice to any defense roll against damage from cold or ice.
- **Fire Resistance**
Add +2 dice to any defense roll against damage from fire or heat.
- **Freezing Touch**
Add +2 dice of ‘Ice / Cold’ damage to your hand-to-hand attacks. This can also freeze many liquids.



- **Ice Sense**
With a Perception roll, you can sense the presence of ice, and also know details about it. This sense is not blocked by normal barriers out to a number of spaces equal to your Perception score.
- **Ice Slick**
Cover an area with a radius of 3 spaces in 1 inch of very slick ice. The difficulty of all Dodge rolls made on the ice is increased by 15. Additionally, anyone on the ice must reduce his or her Movement by 2 spaces (to a minimum of 1) or risk falling (must make a Dodge roll against a target of 15.)
- **Primary Ability Upgrade: Perception**
Add +1 your Perception Ability. This power may be selected up to 4 times.

Level 2 (chose one of these or from a lower level)

- **Create Ice**
Create a 1-inch layer of ice no more than 3 spaces in size anywhere you can touch. You can spread the ice out on all three spaces, or use all 3 inches in one space. You can use this to trap a target if they fit within the size of your ice (normal-sized people fit in one space.)
- **Freezing Blast**
You can use your Ice Powers at range.
- **Ice Power Upgrade 1**
Gain +1 dice on any action in which you use your Ice powers. For Movement powers, this increases your Movement score by 1. It also adds 1 space to the radius of your *Ice Slick* or *Snowstorm*, and adds 3 space-inches to your *Create Ice*. You can select this power up to 5 times.
- **Improved Movement Speed**
Add +1 to your non-tactical Movement and Initiative scores. You may select this power up to 5 times.
- **Snowstorm**
An area with a radius of 2 spaces is suddenly filled with billowing snow. The snowstorm increases the difficulty of all Perception rolls made to look in or through it by 15 (or reduces a roll by 3 dice).

Level 3 (chose one of these or from a lower level)

- **Ice Armor**
As a Prep Action, you can use your *Create Ice* power to cover yourself in a layer of ice that moves with you, although makes you slower. This armor gives you +3 Toughness, and also 1 Structure for each inch (lose armor Structure before you lose Stun from incoming damage). It also slows all your physical movements by 1 Time Unit.
- **Ice Storm**
Everyone caught within your *Snowstorm* also takes damage as if hit by your *Freezing Touch* power.

- **Pass Through Ice**
You can move through ice as if it wasn't there.
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.

Level 4 (chose one of these or from a lower level)

- **Body of Ice**
You may replace or transmute your physical body with one made of pure ice. While in this ice form, add +1 dice to your Toughness rolls, and consider Toughness an Ice power in terms of Ice Power Upgrades. When taking a Recovery action, roll your Toughness score to remove Stun.
- **Cold Aura**
Anything that comes into contact with you takes cold damage as if hit by your *Freezing Touch*.
- **Mystic Ice**
Add +1 die to any roll using your Ice powers. Your Ice powers are now described as 'Mystic' ice. 'Mystic' ice may be more effective or less effective in any given situation than normal ice.
- **Slowing Cold**
Slow your enemies with your *Freezing Touch* or *Ice Storm* by applying damage to their Movement ability score (instead of giving them Stun).

Level 5 (chose one of these or from a lower level)

- **Commune w/ Ice**
You can project your senses through any ice that you currently perceive.
- **Summon Ice Sprite**
Summon or create small ice creatures to do your bidding. Each Sprite has 1's in all abilities except Dodge (3) and Movement (3) and Self-Control (= yours). They also have 3 levels of Ice Powers (your choice) and *Body of Ice*. You may select this power a number of times up to your Influence Ability; each gives you +1 creature. It can be destroyed by taking just 1 Stun.

Level 6 (chose one of these or from a lower level)

- **Summon Ice Spirit**
Summon or create man-sized ice creatures to do your bidding. Each Spirit has 2's in all abilities except Movement (3) and Self-Control (= yours) and has 5 levels of Ice Powers (your choice) including *Body of Ice*. You may select this power a number of times up to your Influence Ability; each gives you +1 creature. It can be destroyed by taking 2 Stun.

Level 7 (chose one of these or from a lower level)

- **Ice Power Upgrade 2**
Gain +2 dice on any action in which you use your Ice powers. For Movement powers, this increases your Movement score by 2. It also adds 2 spaces to the radius of your *Ice Slick* or *Snowstorm*, and adds 6 spaces to the size and 2 inches of thickness of your *Create Ice*. You can select this power up to 3 times.
- **Slow storm**
Your *Ice Storm* can also *permanently* slow the actions of those caught within it. If you Ice Storm would have given a target stun, you may choose instead to have it make one of those stun tokens a permanent wound that cannot be Recovered normally.
- **Summon Ice Demon**
Summon or create large ice creatures to do your bidding. Each Demon has 3's in all abilities except Self-Control (= yours). They also have 6 levels of Ice Powers (your choice) including *Body of Ice*. You may select this power a number of times up to your Influence Ability; each gives you +1 creature. It can be destroyed by taking 3 Stun.

Level 8 (chose one of these or from a lower level)

- **Summon Ice Giant**
Summon or create giant-sized ice creatures to do your bidding. As per Summon Ice Demon except each Giant has 4's in all abilities except Self-Control (= yours) and 7 levels of Ice Powers (your choice) including *Body of Ice*. It can be destroyed by taking 4 Stun.

Level 9 (chose one of these or from a lower level)

- **Summon Avatar of Ice**
Summon or create an Avatar of Ice. Your Avatar has 5's in all abilities except Self Control (=yours) and 8 levels of Ice Powers (your choice). It can be destroyed by taking 5 Stun.

Level 10 (chose one of these or from a lower level)

- **Ice Power Upgrade 3**
Gain +3 dice on any action in which you use your Ice powers. For Movement powers, this increases your Movement score by 3. It also adds 3 spaces to the radius of your *Ice Slick* or *Snowstorm*, and adds 9 spaces to the size and 3 inches of thickness of your *Create Ice*.
- **Return from Ice**
Prereq: *Body of Ice*. If you have accumulated 5 or more stun tokens, you may choose to shatter your physical body, and then re-form your body whole (with no stun) from the nearest chunk of ice after a successful Recovery action.