



Superhero Name **Animus**

Player Name _____

Normal Identity _____

Hero Traits

Kind Hero Pts.

Protective of Nature

Drama Traits

Angry

Communication Difficulties

Your Awesome Drawing

Perception	<input type="text" value="5"/>	Stealth	<input type="text" value="3"/>	
Aim	<input type="text" value="3"/>	Dodge	<input type="text" value="3"/>	
Strength	<input type="text" value="4"/>	Toughness	<input type="text" value="3"/>	Initiative <input type="text" value="3"/>
Influence	<input type="text" value="3"/>	Self-Control	<input type="text" value="2"/>	Movement <input type="text" value="3"/>

Total Powers <input type="text" value="10"/>	Power Set #1 Ice <input type="text" value="7"/> # of Powers	Power Set #2 Monster <input type="text" value="3"/> # of Powers
---	--	--

Level 1	<u>Freezing Touch</u>	Prim, Upgrade: Strength
Level 2	<u>Create Ice</u>	Larger Size
Level 3	<u>Ice Armor</u>	Claws
Level 4	<u>Body of Ice</u>	_____
Level 5	<u>Ice Power Upgrade 1</u>	_____
Level 6	<u>Ice Power Upgrade 1</u>	
Level 7	<u>Ice Power Upgrade 2</u>	
Level 8	_____	
Level 9	_____	
Level 10	_____	





Ice Powers and 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. (Structure = Stun for objects.) 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. Fire and Ice cancel each other out on a one-to-one basis.

- **Freezing Touch**
Add +2 dice of 'Ice / Cold' damage to your hand-to-hand attacks. This can also freeze many liquids.
- **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.)
- **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.
- **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.
- **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 3 space-inches to your *Create Ice*.
- **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 adds 6 spaces to the size and 2 inches of thickness of your *Create Ice*.

Monster Powers & Rules

- **Primary Ability Upgrade: Strength**
Improve your Strength Ability by +1.
- **Larger Size**
You are about 150% of you Base Size. This grants you +/-2 (added to the total after the roll) to any action that being bigger could affect.
- **Claws**
You have claws that provide +1 dice to a single melee attacks or TWO melee attacks against the same target at -1 dice.