

## Ice-O

Male; Age: 25; Height: 5' 9"; Weight: 175 lb.

Eyes: Blue; Hair: Blond (bleached White)

Power Level 9, 130 PP; Abilities 46 + Powers 42 + Advantages 6 + Skills 12 (23 ranks) + Defenses 24

## Abilities

|          |   |           |   |           |   |           |   |
|----------|---|-----------|---|-----------|---|-----------|---|
| Strength | 2 | Agility   | 5 | Fighting  | 3 | Awareness | 2 |
| Stamina  | 4 | Dexterity | 3 | Intellect | 2 | Presence  | 2 |

## Offense

Initiative: +5

Attack Name                      Attack Bonus & Resistance DC                      Notes

|                                |                 |       |                          |
|--------------------------------|-----------------|-------|--------------------------|
| Coldstream: Line Area Damage 9 | DC 24           | ..... | Crit 20                  |
| Ice Blast: Damage 9            | ..... +9, DC 24 | ..... | 225/450/900 ft., Crit 20 |
| Iceball: Burst Area Damage 9   | DC 24           | ..... | 225/450/900 ft., Crit 20 |
| Throw                          | ..... +3, DC 17 | ..... | Bludgeon, Crit 20        |
| Unarmed                        | ..... +3, DC 17 | ..... | Bludgeon, Crit 20        |

## Powers

### ü Cold Attacks (32 PP)

#### Coldstream: Line Area Damage 9 (1 PP)

DC 24; Line Area 2: 5 feet wide by 60 feet long, DC 19 (Standard - Close - Instant)

#### Ice Blast: Damage 9 (1 PP)

DC 24; Increased Range: ranged, Multiattack (Standard - Ranged, 225/450/900 ft. - Instant)

#### Ice Maker: Create 9 (1 PP)

Volume: 500 cft., DC 19; Innate, Stationary; Permanent (Standard - Ranged, 225/450/900 ft. - Permanent)

#### Ice Shield: Deflect 12 (1 PP)

(Standard - Ranged, 300/600/1200 ft. - Instant)

#### Ice Snare: Cumulative Affliction 9 (27 PP)

1st degree: Hindered and Vulnerable, 2nd degree: Defenseless and Immobilized, Resisted by: Dodge, overcome by Damage or Sleight of Hand, DC 19; Cumulative, Extra Condition, Increased Range: ranged; Limited Degree (Standard - Ranged, 225/450/900 ft. - Instant)

#### Iceball: Burst Area Damage 9 (1 PP)

DC 24; Burst Area: 30 feet radius sphere, DC 19, Increased Range: ranged (Standard - Ranged, 225/450/900 ft. - Instant)

### ü Cool: Immunity 1 (1 PP)

Environmental Condition: Cold (Personal - Permanent)

### ü Heat Proof: Immunity 10 (5 PP)

Common Descriptor: Fire & Heat; Limited - Half Effect (Personal - Permanent)

### ü Ice Slides (4 PP)

#### ü Ice Slide: Flight 3 (4 PP)

Speed: 16 miles/hour, 250 feet/round; Platform (Free - Personal - Sustained)

#### Down Slide: Flight 5 (alternate)

Speed: 60 miles/hour, 900 feet/round; Gliding, Platform (Free - Personal - Sustained)

## Advantages

**Accurate Attack** Trade effect DC for attack bonus.

**Defensive Roll 2** +1 active defense bonus to Toughness per rank.

**Equipment 1** 5 points of equipment per rank.

**Move-by Action** Move both before and after your standard action.

**Power Attack** Trade attack bonus for effect bonus.

## Movement

**Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)



## Defenses

Dodge 12

Parry 12

Fortitude 6

Toughness 6/4

Will 8

Hero Points: 1



Fry DeFische

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Updated 7/19/18

## Movement

**Down Slide: Flight 5** - Speed: 60 miles/hour, 900 feet/round

**Ice Slide: Flight 3** - Speed: 16 miles/hour, 250 feet/round

**Routine Jump Distance** - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

**Throwing Distance** - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

## Equipment

**Ice Glare Visor 1**

## Complications

**Brotherly Dependence** Cole and Fry's powers are linked. If one is not using his powers, the other cannot use his powers for more than two rounds.

**Police Record** Ice-o is wanted by local and federal law enforcement agencies.

**Relationship** Cole and Fry are identical twins, who also share a lifestyle and a bed.

**Weakness** Fry absorbs heat; he's not effective at giving it off. Cold attacks get +5 effect against him.

## Background Information

**Languages:** English

### Additional Details

PP earned so far: 0

## Skills

|                                    | Total     | Ranks | Ability | Other |
|------------------------------------|-----------|-------|---------|-------|
| <b>Acrobatics</b>                  | <b>+8</b> | 3     | 5       |       |
| <b>Athletics</b>                   | <b>+5</b> | 3     | 2       |       |
| <b>Deception</b>                   | <b>+5</b> | 3     | 2       |       |
| <b>Expertise: Underworld</b>       | <b>+5</b> | 3     | 2       |       |
| <b>Insight</b>                     | <b>+2</b> | -     | 2       |       |
| <b>Intimidation</b>                | <b>+2</b> | -     | 2       |       |
| <b>Investigation</b>               | <b>-</b>  | -     | 2       |       |
| <b>Perception</b>                  | <b>+5</b> | 3     | 2       |       |
| <b>Persuasion</b>                  | <b>+2</b> | -     | 2       |       |
| <b>Ranged Combat: Cold Attacks</b> | <b>+9</b> | 6     | 3       |       |
| <b>Sleight of Hand</b>             | <b>-</b>  | -     | 3       |       |
| <b>Stealth</b>                     | <b>+6</b> | 1     | 5       |       |
| <b>Technology</b>                  | <b>+3</b> | 1     | 2       |       |
| <b>Treatment</b>                   | <b>-</b>  | -     | 2       |       |
| <b>Vehicles</b>                    | <b>-</b>  | -     | 3       |       |

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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