

Blizzard

Origin & Background: Inspired by the comic book heroes of his childhood, Bobby Ballard decided to use his newly discovered mutant abilities for the cause of justice and joined the Crusaders.

Combat Tactics: Blizzard favors his Ice abilities, using Vibration only if long-range attack is needed or to destroy devices and pass through solids. He likes to lay down ice on the floors and then send out vibratory waves to knock everyone down.

Living Legends

PHYS 16, REFL 7, DEFT 11, INTL 11, COOL 11, VITL 12

Skill (Weapon): (DEFT/G), +2 levels with Ice Restraint and Vibratory Power Blast (+3), d10 effect [7 CP]

Ice Powers (Total Cost: 57 CPs)

ARMOR GENERATION

(V): 9 vs. All Physical [1 NRG and 1" move to activate] (28), Time Limit [15 minutes] (-2), Misc. [takes 6 rounds to initially activate] (-1): 18 CPs

RESTRAINT (V): 4 vs. All Physical (12), d12 hits (11), 3 range (-2), Inflicts Damage (+5), NRG Cost [1 per use] (-2), Time Limit [3 minutes / 24 rounds] (-3): 17 CPs

SHAPING (V): 3840 kg of ice [SR 4] (37), Requires Source [Restraint, d12 x 10 kg created per use] (-3), Time Limit [1 hour] (-1): 22 CPs

Vibratory Powers (Total Cost: 34 CPs)

POWER BLAST (V): d12 Blunt Kinetic [Vibration] (29), NRG Cost: 2 per use (-2), No Knockback (-1), Misc:

Penetrating, but only vs. devices (+2): 26 CPs

INTANGIBILITY (V): High Vibration [not immune to gas attacks] (16), Misc: can only gain altitude inside solid objects (-2), Misc: movement cost per space travelled through solid objects equals the object's SR (-2), NRG Cost: 1 to Activate (-1), Time Limit: 1 hour, Incremental (0): 8 CPs

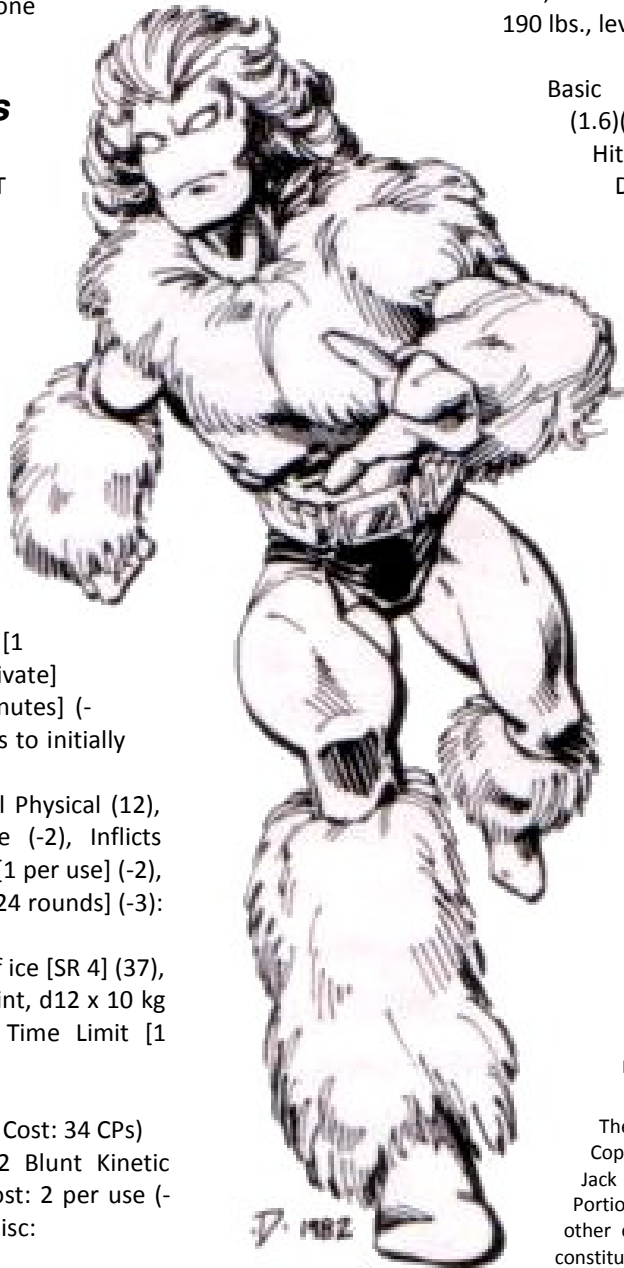
Villains & Vigilantes

Str 16, End 14, Int 16, Agl 13, Cha 15, 190 lbs., level 1

Basic Hits 4; Hit Modifier (1.6)(1.4)(1.2)(1.2) = 3.2256; Hit Points 13; Power 59; Damage Modifier +2; Accuracy +1; Heal Rate 1.2; Carrying Capacity 523 lbs.; Basic HTH 1d8; Move 43" ground; Detect Hidden 12%; Detect Danger 16%

Ice Powers: 6" range, 1d12 damage, PR=5 per attack.

Vibratory Powers: 26" range, 2d8 damage, 32% chance to destroy devices on a special attack to do so. PR=5 per attack. 1 action to set up defense, PR=2 to pass through solids with 1 inch movement cost per point of structural rating per inch.



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