

# FIREMAIDEN AND THE HUMAN POPSICLE

**By Ted Brock**

Quite often on the SJGames *GURPS* forums, we see people asking, "How do I model my favorite superhero in *GURPS*?" While there are many threads and many responses to these questions, not one sits down and lays out a set of Powers for supers beyond the meager offering presented in *GURPS Powers*. This is particularly egregious when it comes to the Elemental Powers, where such abilities may be wielded by multiple characters in a setting. While *GURPS Psionic Powers* and *GURPS Thaumatology: Chinese Elemental Powers* are good resources, there are many different powers possible beyond those.

So to help rectify this, the following are two of the most common Powers asked for: Cryokinesis and Pyrokinesis, intended to help model characters like Iceman of the X-Men and the Human Torch of the Fantastic Four, respectively. For the sake of this article, the power modifiers are built upon both the *Super* (-10%) and *Elemental* (-10%) source modifiers from *Powers* (pp. 26-29), but other sources, such as *Mutant* (-10%) (*GURPS Supers*, p. 34) and *Psionic* (-10%) (*Powers*, p. 28) instead of *Super* (-10%) are viable as well for most of these. The two Powers can act as opposed Powers (*Powers*, p. 10) to each other.

These abilities, except for several attacks, use *Skills For Everyone* (*Powers*, p. 162), including the optional rule for Power Techniques.

## BOX START

### New Artist Specialties

*Fire Shaping:* The skill of creating artistic sculptures made from living flame.

*Defaults:* Sculpting or Ice Sculpting, both at -4.

*Ice Sculpting:* The skill of making artistic sculptures from ice. *Defaults:* Sculpting at -2 or Fire Shaping at -4.

## BOX END

### Cryokinesis Power

Quite often, the abilities represented below are described as being a combination of control over temperature and control over moisture. The latter part of this statement generally means that the environment would give a bonus or penalty to the various skills, based primarily on the humidity.

As a rule of thumb, the abilities assume being used in areas of 50% humidity. Should a GM assess a Task Difficulty Modifier for variations in humidity, a recommended scale is +1 for every +5% humidity or -1 for every -5% humidity in the environment for abilities that do more than just shape ambient ice. This means that using these abilities in a desert with an average of 25% humidity would give a -5 to effective skill, while performing them in coastal regions with 80% humidity would give a +6 to effective skill, as in the humid areas there is a lot more moisture in the air to use. However, the temperature of an area also indicates how fast the ice and snow utilized by these powers disappear due to melting or sublimating. A cold, dry area like Antarctica has a lot of ice already present, so any creations may be effectively permanent; while in a humid jungle or a hot desert the snow and ice may melt in mere moments after you stop concentrating on them.

For the sake of this Power, "ice" and "snow" are considered the same item, as both

are composed of solid water.

**Power Talent:** Cryokinesis Talent, 5 points per level.

**Power Modifier:** Cryokinetic (-20%). These abilities have mundane countermeasures (-10%) in the form of heat/fire and insulation. They are also subject to abilities from the Anti-Super Power (-5%) and technological countermeasures (-5%), such as power dampeners.

## **Blizzard**

33 points for level 1, +5 points for each additional level

**Skill:** Blizzard (IQ/H).

This ability allows you to create a massive blizzard centered on you, drawing on moisture from the area around you and consolidating it into snow, freezing rain, or sleet (your choice). This blizzard affects regular Vision, Infravision, Ultravision, and Ladar. The first level creates a blizzard with a 16 yard radius that cuts visibility in that area to -5. Each additional level doubles the radius. Note that for seven levels, you are able to cover over a mile in diameter with your blizzard! (Something like that will certainly make the local evening news.) The blizzard lasts for as long as you wish, and dissipates over ten seconds once it's turned off.

*Statistics:* Obscure (Vision) 5 (Area Effect: 16 yards, +150%; Extended: IR, UV, Ladar, +60%; Persistent, +40%; Cryokinetic, -20%) [27]. Each additional level adds another level of Area Effect (+50% per level).

## **Ranged**

Default: Blizzard-4; cannot exceed Blizzard.

You are able to form your blizzard out to 100 yards away from you.

## **Freeze**

10/19/29/32/35/38 points for levels 1-6

This ranged attack does 1d fatigue freezing damage, and has a base Acc 3, 1/2D

Range 10 yards, Max Range 20 yards, RoF 1, Shots –. This is commonly enough to put out small fires at close range. Additional levels start with an increase in damage, up to 3d fatigue freezing damage, enough to exhaust a typical person with a single shot, then increase the range of the attack. You have the ability to dial back the damage if you wish, down to 1 point damage.

It does not matter where the attack comes from; some people shoot the cold from their hands, while others are known to exhale the cold.

*Statistics:* Fatigue Attack 1d (Damage Modifier: Freezing Hazard, +20%; Increased 1/2D Range ¥5, +10%; Reduced Range ¥1/5, -20%; Variable, +5%; Cryokinetic, -20%) [10]. Levels 2 and 3 add another die of damage, [19] and [29] respectively. Level 4 reduces the level of Reduced Range to ¥1/2 [32], level 5 removes Reduced Range completely [35], and level 6 adds Increased Range ¥2 [38], for a maximum Range of 100/200.

### ***Hailstorm***

9 points for per level

You can pelt people with balls of ice, snow, or hail which erupt from your hands; the snowballs have base Acc 3, 1/2D Range 10 yards, Max Range 20 yards, RoF 10, Shots –.

*Statistics:* Crushing Attack 1d (Increased 1/2D Range ¥5, +10%; Rapid Fire, RoF 10, +100%; Rapid Fire: Selective Fire, +10%; Reduced Range ¥1/5, -20%; Cryokinetic, -20%) [9]. Each additional level adds another die of damage.

### ***Harmless Snow***

*Default:* Innate Attack (Projectile)-3; cannot exceed Innate Attack.

You are able to temporarily reduce the strength of your snowballs down to utter harmlessness, doing at most 1 point of damage. Great for getting someone's attention without hurting them!

## ***Ice Block***

33 points for level 1; +3 point each additional level

You can encase a person in a block of ice! This is freezing cold ice, of course, so the target begins to freeze while encased in the block. Conscientious elemental supers will ensure the target's mouth and/or nose remains free so the target can breath and does not remain in the block too long.

*Statistics:* Binding 10 (Engulfing, +60%; Selectivity (Engulfing), +10%; Cryokinetic, -20%) [30] plus Fatigue Attack 1 pt (Follow-Up (Binding), +0%; Damage Modifier: Freezing Hazard, +20%; Resistible: HT-0, -30%) [3]. Each additional level adds another level of Binding [+3/level].

## ***Ice Body***

102/105/113/120 points for levels 1-4

You are able to form your body into pure ice; in essence, this means you take on the Body of Ice meta-trait (p. B262).

*Statistics:* Alternate Form (Body of Ice) (Cryokinetic, -20%) [102]. Level 2 adds Active Change [105], level 3 adds Non-Reciprocal Damage [113], and level 4 adds Once On, Stays On [120].

## ***Ice Dagger***

6/12/18/24/30/36/41/46/51 points for levels 1-9

This ability lets you fire daggers or icicles from your hands. These daggers have Acc 3, Range 10/20, RoF 1, Rcl 1, and Shots —. From levels 1 to 6, the daggers do damage equal to the level of the attack (1d to 6d imp). Level 7 has Range 25/50, level 8 Range 50/100, and level 9 Range 100/200.

*Statistics:* Impaling Attack 1d (Increased 1/2D Range ¥5, +10%; Reduced Range ¥1/5, -20%; Cryokinetic, -20%) [6]. Level 2 adds Variable and a second die of damage [12]. Levels 3 through 6 add additional dice of damage, up to 6d [36]. Level 7 reduces

the level of Reduced Range to ¥1/2 [41]; level 8 removed Reduced Range altogether [46]; and level 9 adds Increased Range ¥2 [51].

### *Multi-Shot*

*Default:* Innate Attack (Projectile)-7; cannot exceed Innate Attack.

You are able to fire multiple ice daggers at once, up to six at a time. This gives you a RoF 6.

### ***Ice Double***

49 points per double

*Prerequisites:* Ice Shaping, and either Ice Sheath or Ice Body.

*Skill:* Ice Double (IQ/H).

You are able to form and control a duplicate of yourself. This is a construct made of ice, and is often mistaken for the true you by those who can't tell the difference. If the double is destroyed, there is no backlash to you.

*Statistics:* Duplication (Construct, +60%; Cryokinetic, -20%) [49/level].

### ***Ice Generation***

4 points per level

*Skill:* Ice Generation (IQ/H).

This ability lets you create ice and snow at will. Unless you are just creating piles of snow or a large block of ice for later use, however, you'll need to buy Ice Shaping to form it into the shape you wish.

*Statistics:* Create Ice (Cryokinetic, -20%) [4/level].

### *Ranged*

As for Blizzard (above).

## ***Ice Shaping***

12 points per level

*Skill:* Ice Shaping (IQ/H). Alternatively, Artist (Ice Sculpting) (IQ/H) may be used if going for a more artistic flair rather than a practical application.

You are able to shape ice, including snow, at a touch. A snowdrift is considered a single item. Most cryokinetics have between 5 and 10 levels, enabling the shaping of between 250 and 1,000 pounds at a time.

*Statistics:* Control Ice (Cryokinetic, -20%) [12/level].

### *Collective*

Default: Ice Shaping-10; cannot exceed Ice Shaping.

You are able to temporarily control more than just the one piece of ice at a time.

### *Ranged*

As for Blizzard (above).

## ***Ice Sheath***

10 points for level 1, +3 points each additional level.

You are able to encase yourself in a coating of ice. In addition to providing a modicum of resistance to injury, it also makes it harder for those who wish to grapple you to do so.

*Statistics:* Damage Resistance 1 (Semi-Ablative, -20%; Cryokinetic, -20%) [3] + Slippery 4 (Cryokinetic, -20%) [7]. Additional levels add to the DR [3/level].

## ***Ice Slide***

12/22 points for levels 1-2; +8 points each additional level

*Skill:* Skiing (HT/H); no skill is necessary for the creation of the slide itself.

You create a slide of ice which from time to time anchors itself to any nearby stable surface. You travel near the front of the slide, and add to the slide as it travels. Those

traveling with you need to hold onto you if you create an incline or a loop; you yourself are mostly immune to gravity while creating your ice slide.

*Statistics:* Flight (Nuisance Effect: Obvious, -5%; Requires Surface, -20%; Slow (Basic Speed), -25%; Cryokinetic, -20%) [12]. The second level of this ability removes Slow [22]. Each additional level adds half a level of Enhanced Move (Ice Slide) (Cryokinetic, -20%) [8/level].

### ***Ice Wall***

19/37/56/63/71/78 points for levels 1-6

*Skill:* Ice Wall (IQ/H).

This ability lets you create a wall of ice to help entrap your opponents. At level 1, the wall is 12 yards long, each yard of wall possessing DR 3 and 1 HP. At level 2, the wall possesses DR 6, but is still 1 HP per yard. At level 3, the wall possesses DR 18, and has 2 HP per yard. At level 4, the ice wall's size increases to 24 yards long; at level 5 to 48 yards, and at level 6 to 96 yards.

The Ice Wall skill is used in place of the typical Innate Attack skill roll for targeting the area to place the wall.

Ice Wall can be used as a Power Block; your effective Block is calculated from the skill as normal (skill level/2+3, before modifiers).

*Statistics:* Crushing Attack 1d (Area Effect (4 yards), +100%; Extended Duration (¥10), +40%; Increased 1/2D Range (¥10), +30%; Persistent, +40%; Selective Area, +20%; Wall (Rigid; Any Shape Desired), +60%); Cryokinetic, -20%) [19]. The second and third levels each add a die of damage, adding to the wall's HP and DR; each additional level after that cumulatively doubles the size of the wall itself, up to an effective radius of 32 yards.



# Cryokinetic Perks

*Douse Fires:* You are able to create a puff of cold air that lowers the temperature in one spot enough to extinguish small fires. Good for dousing candles, cigarettes, and Bunsen burners, but won't do much against a regular campfire.

*Endure Cold:* This leveled Perk is essentially the Temperature Tolerance (Cold) Advantage.

*Ice Cubes:* You are able to create ice cubes in the palm of your hand, chill a drink you are holding as if it had been in the freezer for fifteen minutes, and other small-scale uses of cold. Great for camping or party favors.

*Snow Shovel:* You are able to burrow through snow that's at most waist-high at a walking pace without needing to actively shovel it out of the way, leaving a path for others to walk through.

# Pyrokinesis Power

Fire is an ancient phenomenon. It grants light and warmth when controlled, or devours all in its path when left uncontrolled. Fire normally requires two things – Fuel and Oxygen – however, in the comics and movies the fire generated by supers rarely requires fuel. Because of this, the Pyrokinesis Power commonly creates fire that requires oxygen, but only select abilities actually require fuel. It is subject to mundane countermeasures, such as water or cold.

***Power Talent:*** Pyrokinesis Talent, 5 points per level.

***Power Modifier:*** Pyrokinetic (-20%). These abilities have mundane countermeasures (-10%) in the form of water (which can douse the fire), cold, and insulation. They are also subject to abilities from the Anti-Super Power (-5%) and technological countermeasures (-5%), such as power dampeners. Totally passive abilities lack the mundane countermeasures; these are listed as having *Passive Pyrokinetic* (-10%).

## ***Body of Flame***

75/80/87/95 points for levels 1-4

*Skill:* Flame Body (IQ/H).

You are able to become a fire elemental in almost all respects. You maintain your humanoid form, but that's mainly because your subconscious is used to that form. Most attacks go right through you, as your flame body is now diffuse. This grants you the Body of Fire meta-trait (p. B262), with the exception of the No Manipulators (pp. B145-146) disadvantage. The changes back and forth take only a second.

*Statistics:* Alternate Form (Body of Fire) (Reduced Time 4, +80%; Pyrokinetic, -20%) [75]. Level 2 adds Reciprocal Rest [80], level 3 adds Non-Reciprocal Damage [87], and level 4 adds Once On, Stays On [95].

## ***Fireball***

4 points per level

You focus your fire into a small self-contained ball which you launch at the target. The containment fails upon impact releasing the contained flames. The act of physically moving the arm to toss the fire is largely irrelevant, but you may do so anyway out of habit.

*Statistics:* Burning Attack (Increased 1/2D Range ¥5, +10%; Reduced Range ¥1/5, -20%; Pyrokinetic, -20%) [4/level].

### *Explosive Fireball*

*Default:* Innate Attack (Projectile)-5; cannot exceed Innate Attack.

You are able to make your fireball explode on impact, causing damage to those around your target.

### *Guided Shot*

*Default:* Innate Attack (Projectile)-5; cannot exceed Innate Attack.

You are able to guide your fireball explode to your target. This enables your fireball

to change direction to follow its target.

#### *Multi-Shot*

*Default:* Innate Attack (Projectile)-7; cannot exceed Innate Attack.

You are able to fire multiple fireballs at once, up to six at a time, giving you a RoF 6.

#### ***Fire Resistance***

24 points

You cannot be burned by normal fires, and even other pyrokinetics have a hard time injuring you with their fire. In addition, you are immune to the ill effects of smoke inhalation.

*Statistics:* Damage Resistance 20 (Limited: Fire/Heat, -40%; Tough Skin, -40%; Passive Pyrokinetic, -10%) [20], plus Filter Lungs (Accessibility: Smoke Only, -10%; Passive Pyrokinetic, -10%) [4].

#### ***Firestorm***

24/33/43/52 points for levels 1-4, +15 points for each additional level

*Skill:* Firestorm (IQ/H).

You are able to whip up a swirling mass of air around you and set it aflame. This firestorm starts at a four yard radius around you. A side effect is that vision is obscured in the affected area.

*Statistics:* Burning Attack 1d (Area Effect (4 yd), +100%; Link, +10%; Pyrokinetic, -20%) [10] plus Obscure (Vision) 5 (Area Effect (4 yd), +50%; Link, +10%; Pyrokinetic, -20%) [14]. Levels 2 through 4 add one die damage each; every additional level increases the Area Effect on both the Burning Attack and the Obscure.

#### *Ranged*

*Default:* Firestorm-4; cannot exceed Firestorm.

You are able to form your firestorm out to 100 yards away from you.

### *Selective Area*

*Default:* Firestorm-2; cannot exceed Firestorm.

You are able to make it so that key spots inside your firestorm are not affected.

### ***Firewall***

19/37/56/63/71/78 points for levels 1-6

*Skill:* Firewall (IQ/H).

You can create a wall of fire, which you can use to entrap your enemies. It is possible for those whose paths are blocked to move through the walls, at the risk of getting burned. The first three levels of this ability create a wall that is 12 yards long, which when created can be produced in any shape desired; level 4 creates a wall 24 yards long, level 5 a wall 48 yards long, and level 6 a wall 96 yards long.

*Statistics:* Burning Attack 1d (Area Effect (4 yards), +100%; Extended Duration (¥10), +40%; Increased 1/2D Range (¥10), +30%; Persistent, +40%; Selective Area, +20%; Wall (Permeable; Any Shape Desired), +60%); Pyrokinetic, -20%) [19]. The second and third levels each add a die of damage; each additional level after that cumulatively doubles the size of the wall itself, up to an effective radius of 32 yards.

### ***Flame Jet***

5 points per die of damage

You are able to shoot a continuous jet of fire from your hands (or eyes, or mouth, or wings; the point of fire is chosen when you take the ability), much like a flamethrower.

*Statistics:* Burning Attack (Increased Range (¥3), +20%; Jet, +0%; Pyrokinetic, -20%) [5/level].

### ***Flame Sheath***

14 points for level 1, +6 points for each additional level

This ability allows you to wrap yourself in a sheath of flame, protecting you from damage. As an added benefit, your flame sheath damages those who would try and

grapple you.

*Statistics:* Burning Attack 1d (Aura, +80%; Link, +10%; Melee Attack: Destructive Parry, +10%; Melee Attack, Reach C, -30%; Pyrokinetic, -20%) [8] + Damage Resistance (Force Field, +20%; Link, +10%; Switchable, +10%; Pyrokinetic, -20%) [6 per level].

#### *Selective Protection*

*Default:* IQ-2 or Will-2; cannot exceed base attribute.

Instead of wrapping your entire body in flame, you can make it so that various body parts (in particular, your arms) are not encased in flame with the rest of your body. This is especially useful if you have to catch or carry someone while flying with Rocket Flight (below).

#### ***Heat Ray***

10 points per die damage

This attack sends a beam of pure heat at your target. It has a Range 25/50, Acc 3, RoF 1, Shots –, Rcl 1.

*Statistics:* Fatigue Attack (Damage Modifier: Heat Hazard, +20%; Increased 1/2D Range (¥5), +10%; Reduced Range (¥1/2), -10%; Pyrokinetic, -20%) [10 per die].

#### *Cone*

*Default:* Innate Attack (Beam)-6; cannot exceed Innate Attack (Beam).

You are able to widen your heat ray to affect a 1 yard area at the full range. You can double the area affected at an additional -1 per doubling; this cannot be bought up.

#### ***Pyroshaping***

32 points per level

*Skill:* Pyroshaping (IQ/H). Alternatively, Artist (Fire Shaping) (IQ/H) may be used if going for a more artistic flair rather than a practical application.

You are able to shape any fire within 10 yards. This includes increasing the intensity of the fire as well as shaping it into shapes, which could include a cage. The shapes persist for 10 seconds after you stop concentrating on them.

*Statistics:* Control Fire (Persistent, +40%; Ranged, +40%; Pyrokinetic, -20%) [32/level].

### ***Rocket Flight***

40 points for level 1, +8 points per additional level.

By heating the air around you, you can rise up off the ground; focusing your fire behind you in a manner akin to a rocket enables you to fly.

*Statistics:* Flight (Pyrokinetic, -20%) [32] + Enhanced Move (Air) 0.5 (Pyrokinetic, -20%) [8]. Each additional level adds another half level of Enhanced Move [8/level].

## **Pyrokinetic Perks**

*Endure Heat:* This leveled Perk is essentially the Temperature Tolerance (Heat) Advantage.

*Firesense:* You can tell by looking at a fire or a heat source how hot it is to within 10°F.

*Ignition:* You are able to start fires with a touch. The classic "flame from the thumb to light a cigarette" is indicative of this Perk.

*Illumination:* You can glow with a light similar to a torch.

## **BOX START**

### **Firemaiden**

Selena Martinez was born in Ojinaga, Mexico, but was smuggled across the border by her parents to Presidio, Texas, as an infant. While there, she and her family were housed in an attic over a fireworks factory. One night, the place burned down, with Selena as the only survivor; paramedics and firefighters on

scene were shocked to discover that she didn't suffer from burns or smoke inhalation. As she lacked identification and no one on either side of the border was able to say who she really was, she was placed into foster care and records created to indicate she was born in Texas, as the Texas Protective Services Department was hesitant to subject an infant to Mexican welfare. The IST program, however, had been given reports of her survival and kept a close watch on her for the future manifestation of powers.

This happened when Selena was fourteen. An argument with a classmate at the state-run family home she was at resulted in Selena erupting into flame; fortunately, she was in the bathroom, and was able to cool off in the shower before the fire spread.

Selena was soon recruited into one of the IST training facilities, where she was given the code name "Firemaiden". After graduation, she was assigned to the Mexico City IST team, where she has served ever since.

### ***Firemaiden***

500 points

**ST:** 10 [0]    **HP:** 10 [0]    **Speed:** 6.00 [0]  
**DX:** 12 [40]    **Will:** 12 [5]    **Ground Move:** 6 [0]  
**IQ:** 11 [20]    **Per:** 11 [0]    **Air Move:** 18 [0]  
**HT:** 12 [20]    **FP:** 12 [0]    **SM:** 0

**Dodge:** 10    **Parry:** 10    **DR:** 20

**Punch (12):** 1d-3 cr.

**Kick (10):** 1d-2 cr.

**Fireball (14):** 4d burn.

**Firewall (14):** 2d burn.

**Flame Jet (13):** 4d burn.

**Flame Sheathe:** 1d burn.

### ***Social Background:***

*Cultural Familiarities:* Latin American [1]; Western (Native) [0].

*Languages:* English (Native) [6]; Spanish (Native) (Native Language) [0].

**Advantages:** 3D Spatial Sense [10]; Appearance (Attractive) [4]; Combat Reflexes [15]; Extra Attack 1 [25]; Fit [5]; High Pain Threshold [10]; IST Rank 4 [20]; Legal Enforcement Powers 2 [10]; Pyrokinesis Talent 3 [15]; Wealth (Comfortable) [10].

**Powers:** Fire Resistance [54]; Fireball 4 (Alternative Attack, ¥1/5) [4]; Firewall 2 [37]; Flame Jet 4 (Alternative Attack, ¥1/5) [4]; Flame Sheathe 20 [128]; Rocket Flight 1 [40].

**Perks:** Classic Hispanic Features [1]; Endure Heat 1 [1]; Firesense [1]; Ignition [1]; Illumination [1]; Supersuit [1].

**Disadvantages:** Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Code of Honor (Hero's) [-10]; Duty (IST) (15) [-15]; Easy To Read [-10]; Impulsiveness (12) [-10]; Vow (Never Take a Life) [-10].

**Quirks:** Adrenaline Junkie [-1]; Devout Roman Catholic [-1]; Dual Identity [-1]; Responsive [-1]; Teetotaler [-1].

**Skills:** Aerobatics (H) DX+2 [4] - 14\*; Artist (Fire Shaping) (H) IQ+3 [4] - 14†; Brawling (E) DX+0 [1] - 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] - 12; Firewall (H) IQ+3 [4] - 14†; First Aid/TL8 (Human) (E) IQ+0 [1] - 11; Innate Attack (Beam) (E) DX+1 [1] - 13‡; Innate Attack (Projectile) (E) DX+2 [4] - 14; Law (Mexican) (H) IQ-1 [2] - 10; Public Speaking (A) IQ+1 [4] - 12; Running (A) HT+0 [2] - 12; Savoir-Faire (Police) (E) IQ+1 [2] - 12; Survival (Desert) (A) Per+1 [4] - 12; Swimming (E) HT+0 [1] - 12; Throwing (A) DX+0 [2] - 12; Wrestling (A) DX+0 [2] - 12.

**Techniques:** Explosive Fireball (H) Innate Attack (Projectile)+5 [6] - 14; Selective Protection (H) Will+0 [3] - 12.

\* Includes +2 from '3D Spatial Sense'.

† Includes +3 from 'Pyrokinesis Talent'.

‡ Defaulted from 'Innate Attack (Projectile)'.

**Note:** 'IST Rank' is built using the rules in **GURPS Social Engineering - Pulling Rank**, using the International Super-Teams organization as a base 20-point Patron, giving her an Assistance Roll of 9 or less at Rank 4. As such, it does not affect her Status.

## The Human Popsicle

Dr. Rick Franklin was a microzoologist studying the buried frozen lakes of Antarctica when his life was altered forever. One of his fellow scientists, who



irrationally feared that Dr. Franklin would take all the credit for a discovery, arranged for Dr. Franklin to end up locked out of the facility during a long night. Expecting to find Dr. Franklin's frozen corpse in the morning, the camp was surprised to discover that he had been affected differently by the cold. He froze the camp in revenge, killing all of his coworkers in the process.

As the Human Popsicle, a name given to him by the press, he has come into conflict with several IST teams. Early on, he developed a perverse fascination with Firemaiden, and has become her most persistent adversary.

### ***The Human Popsicle***

500 points

**ST:** 10 [0]    **HP:** 10 [0]    **Speed:** 6.00 [5]  
**DX:** 11 [20]    **Will:** 12 [0]    **Move:** 6 [0]  
**IQ:** 12 [40]    **Per:** 11 [-5]  
**HT:** 12 [20]    **FP:** 12 [0]    **SM:** 0

**Dodge:** 9    **Parry:** 9    **DR:** 25

**Punch (12):** 1d-3 cr.

**Kick (10):** 1d-2 cr.

**Hailstorm (14):** 2d cr.

**Ice Dagger (14):** 6d imp.

#### ***Social Background:***

*Cultural Familiarities:* Western (Native) [0].

*Languages:* English (Native) (Native Language) [0].

**Advantages:** Cryokinesis Talent 4 [20]; Natural Scientist 4 [40].

**Powers:** Hailstorm 2 [18]; Ice Block 6 [49]; Ice Dagger 7 [41]; Ice Generation 10 [40]; Ice Shaping 4 [48]; Ice Sheath 25 [82]; Ice Slide 2 [22]; Ice Wall 5 [71];

**Perks:** Douse Fires [1]; Endure Cold 3 [3]; Hyper-Specialization (Paleomicrozoology) [1]; Ice Cubes [1]; Snow Shovel [1]; Supersuit [1].

**Disadvantages:** Bad Temper (12) [-10]; Jealousy [-10]; Obsession (Make Firemaiden Mine!) (9) [-7]; Reputation (Merciless Killer; Almost Everyone; All the Time) -2 [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Stubbornness [-5]; Unusual Biochemistry [-5].

**Quirks:** Chauvinistic [-1]; Conceited [-1]; Distinctive Feature (Ice Hair) [-1]; Dual Identity [-1];

Pushy [-1].

**Skills:** Biology/TL8 (Earthlike) (VH) IQ+2 [2] - 14\*; Biology/TL8 (Ice Worlds) (VH) IQ+2 [2] - 14\*; Blizzard (H) IQ+4 [4] - 16†; Brawling (E) DX+1 [2] - 12; Chemistry/TL8 (H) IQ+2 [1] - 14\*; Ice Generation (H) IQ+2 [1] - 14†; Ice Shaping (H) IQ+2 [1] - 14†; Ice Wall (H) IQ+4 [4] - 16†; Innate Attack (Projectile) (E) DX+3 [8] - 14; Intimidation (A) Will+0 [2] - 12; Mathematics/TL8 (Applied) (H) IQ+2 [1] - 14\*; Mathematics/TL8 (Pure) (H) IQ+0 [4] - 12; Paleontology/TL8 (Micropaleontology) (A) IQ+4 [2] - 16\*; Sliding (A) HT+4 [2] - 16†; Survival (Arctic) (A) Per+1 [4] - 12.

**Techniques:** Harmless Snow (H) Innate Attack (Projectile)-2 [2] - 12; Multi-Shot (H) Innate Attack (Projectile)-2 [6] - 12.

\* Includes +4 from 'Natural Scientist'.

† Includes +4 from 'Cryokinesis Talent'.

### ***New Code of Honor***

p. B127

**Hero's:** Protection of the innocent is the foremost, even at the cost of your own life. Never willingly abandon anyone – friend or enemy – to certain death. Never use more than the minimum force necessary to subdue an opponent. Work with the law whenever possible, even if you must work outside it. Never take a life unless absolutely necessary. *-10 points.*

### **BOX END**

#### **About the author**

Ted Brock got his gaming start as an online *Rifts* GM (originally skipping playing altogether), and migrated into **GURPS** in the late 1990s, just a few years before 4e's release. He is a native Pennsylvanian who has lived in a number of states over the last 25 years, and currently resides in Laurens, South Carolina. He would like to thank the members of the Pyramid Write Club, but the first rule of Write Club is, "Don't talk about Write Club."