



ICEMAN

Robert Louis Drake

FIGHTING <i>melee</i>	GOOD (10)	HEALTH <i>F+A+S+E</i>	56
AGILITY <i>ranged · dodge</i>	GOOD (10)	KARMA <i>R+I+P</i>	26
STRENGTH <i>damage · grapple</i>	TYPICAL (6)	RESOURCES <i>afford by rank</i>	GOOD (10)
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	SHIFT-0 (0)
REASON <i>knowledge · invent</i>	GOOD (10)		
INTUITION <i>senses · initiative</i>	TYPICAL (6)		
PSYCHE <i>willpower · magic</i>	GOOD (10)		

MOVEMENT

GROUND
1 AREA

TALENTS

ACCOUNTING

BUSINESS/FINANCE

RESIST DOMINATION

BI-LINGUAL

POWERS

DAMAGE

the number = how much damage this hit deals

ABSORBED

the number = how much damage this armor blocks per hit

RESTORED

the number = Health restored

TB

thrown blunt / ensnaring — roll Agility on the Universal Table

ICE GENERATION	AMAZING (50) DAMAGE	
→ CREATE SNOW SHIELDS AT AMAZING MATERIAL AND PROTECTION.	ABSORBED	
→ THROW SNOW/ICE BALLS FOR REMARKABLE DAMAGE-30, UP TO 3 AREAS.	DAMAGE	
→ CREATE SLICK AREAS OF INCREDIBLE SLIPPERINESS.		
→ FORM WEAPONS AND ICE SHAPES OF AMAZING MATERIAL. WHEN USING SUCH EDGED OR BLUNT WEAPONS ICEMAN RECEIVES A +1C/S TO HIT, THE SHAPES AND WEAPONS GENERALLY LAST 5-25 ROUNDS. IF SOMEONE IS TRAPPED IN THE ICE, IT HOLDS THEM AT AMAZING STRENGTH.	DAMAGE	
→ PROJECT COLD	AMAZING (50)	Amazing cold generation.
→ CREATE ICE RAMP ALLOWING EXCELLENT LAND SPEED MOVEMENT.	DAMAGE	
ICE BODY	DAMAGE	Iceman can turn his body completely into ice.
→ BODY ARMOR	EXCELLENT (20) ABSORBED	Excellent vs. Physical and Energy. None vs. Heat or fire of higher then Excellent rank.
HYDROKINETIC MOLECULAR CONVERSION	AMAZING (50) TB	Amazing ability freeze an organic or inorganic object solid and then revert it back to normal, Iceman has dones this to foes and objects alike.
SELF-REVIVAL AND HEALING	AMAZING (50) RESTORED	Iceman has been completely melted into liquid and then into vapor, only to be reformed again. This should have killed him, but obviously Iceman has had a serious upgrade due to his secondary mutation: This power functions at Amazing ability.
SELF-DUPLICATION		Iceman can create ice-clones of himself and send them out to do his bidding, their range is limited but they are functional. He can create up to 10 at a time.
INVULNERABILITY	ABSORBED	CL1000 to Ice/Cold.

LIMITATIONS	
—	Like that of any trained athlete, Iceman's ability to perform is directly related to his daily physical health and current mental state. Under normal conditions, he can usually form ice continually for a period of about 5 hours before becoming mentally exhausted. He seems to lack the creativity and imagination to use his powers to their full potential, though fear of losing control over them may be a factor in his reluctance.

CONTACTS				
ALL THE X-MEN HAVE CONTACTS WITH THEIR TEAMMATES	PAST X-MEN	THE NEW MUTANTS	VARIOUS X-RELATED GROUPS	PROFESSOR XAVIER
MAGNETO	LILANDRA	THE STARJAMMERS. ICEMAN ALSO HAS CONTACTS WITH THE DEFENDERS	CHAMPIONS AS WELL	