

# ICEMAN

**Identity:** Robert ("Bobby") Drake  
**Group Affiliation:** X-Men  
**Base of Operations:** Xavier's School for Gifted Youngsters, New York  
**Side:** Good  
**Sex:** Male  
**Height:** 5' 8"  
**Hair:** Brown  
**Eyes:** Brown  
**Level:** 14th  
**Experience:** 104,000  
**Training:** +1 Damage with Unarmed HTH Combat



## Powers:

**1. Ice Powers (x2):** Range 14", 2d12 Damage, PR 4 per attack. Ice Armour = 2 ADR per inch of movement spent (max of 100).

**2. Heightened Endurance A +8**

**3. Mutant Power (Ice Slide):** Bobby can create an ice slide that grants him a bonus +40" in ground movement. It costs 1 PR in-between turn to maintain the ice slide. Any who travel on the ice slide also gain the +40" bonus to ground movement, but they must make an Agility save on d20 to remain upright.

**4. Natural Weaponry (Danger Room Training):** +6 to hit (includes Training Bonuses), +6 damage (includes Training Bonuses) with his Ice Powers.

**5. Weakness (Prejudice):** Iceman is a mutant and as such, he is feared and hated by the world around him.

**Weight:** 145 lbs.

**Strength:** 12

**Agility:** 14

**Charisma:** 22

**Hit Mod. (1.2) (3.0) (1.3) (1.1) = 5.148**

**Damage Mod.:** +1

**Accuracy:** +1

**Carrying Capacity:** 299 lbs.

**Movement Rates:** 50" ground, 90" ice slide.

**Det. Hidden:** 10%

**Inventing Points:** 18.2

**Basic Hits:** 3

**Endurance:** 24

**Intelligence:** 13

**Reactions from:** Good: +4 Evil: -4

**Hit Points:** 16

**Healing Rate:** 2.1

**Power:** 63

**Basic HTH Damage:** 1d6

**Det. Danger:** 14%

**Inventing (39%):**

**Agility Mod:** Nil

**Knowledge Areas:** Accounting/Finance

**Origin and Background:** (American) Bobby Drake is a reserved member of the X-Men.

**Training Bonuses:** (2) +1 Accuracy with Ice Powers, (3) +1 Damage with Ice Powers, (4) +1 Endurance, (5) +1 Accuracy with Ice Powers, (6) +1 Damage with Ice Powers, (7) +1 Agility, (8) +1 Accuracy with Ice Powers, (9) +1 Damage with Ice Powers, (10) +1 Endurance, (11) +1 Accuracy with Ice Powers, (12) +1 Damage with Ice Powers, (13) -1 PR Cost with Ice Powers, (14) +1 Accuracy with Ice Powers.

**To Hit (Ice Powers):** +7

**To Hit (Unarmed HTH):** +1

**Damage (Ice Powers):** 2d12 + 6

**Damage (Unarmed HTH):** 1d6 + 1