

Snowfall



Neva Janssen (born Neva Pérez, in 1992) remembers little of the first five years of her life, spent in Barcelona. She remembers her mother crying almost all the time, and she remembers a few terribly frightening moments spent in the presence of the man who fathered her. Then one day he was gone, and she and her mother left their barrio, the city, and Spain all together. Somehow, they made their way all the way to the Netherlands, where her mother met the next man she would marry, who had a daughter from his previous marriage. Neva was unsure what to make of **Kirsten Janssen**, but she soon came to love her as a sister.

Some superpowers develop their abilities in stages. From the time that she was born, Neva was largely unaware of hot or low temperatures; neither the most boiling summer day nor the most frigid winter night bothered her in the least. Kirsten was the first person to recognize what this might mean, and she encouraged her little sister to keep it a secret and bundle up in winter all the same. Mystified, Neva went along with this. It might have been better if she had not.

The second stage came on when she was fourteen, and she started generating ice sculptures in the middle of July. Unfortunately, this happened while she was at school, and during the height of a period of global anti-super rhetoric (sponsored by **Billie Zane** as part of the lead-up to her first attempt at world conquest.) Called a freak, a monster and much worse names, Neva promptly ran away from home. She spent the next four years hiding out in the Zoom-Kalmhoutse Heide national park, occasionally straying over onto the Belgian side.

In 2010, Kirsten finally tracked her down, and all but begged Neva to return to civilization and their family. (Her parents are both still alive. What, you thought they might have died at sea? Come on.) She hesitantly did so and found a much more accepting milieu when she did. She

started to use her powers to help people in her neighborhood, and eventually became a well-regarded hero throughout Amsterdam. Then it happened that **Basilea** visited the city, and she and Neva found themselves teamed up against **Nocticula**. Impressed by the power and control demonstrated by this young woman, Basilea arranged her invitation to **the Powerhouse**, becoming its newest member.

Since 2013, Snowfall (or Sneeuwval) has seen her worldwide popularity explode as the result of a certain movie. She is not convinced of the argument made by **Blakestone**: that the two of them, and the other members of **the Ultra Girls**, are tapping into a stream of the collective unconsciousness inspired by that movie and those like it, but she willingly lends her power to the efforts of the group all the same, and admits to feeling a camaraderie with them that is greater than what she feels with most of the Powerhouse, or even with her sister.

While she had a brief relationship with **Nereus**, she doubts that they will ever really get back together. (**Havfrue** is much more his type, anyway.) On a recent trip to Morocco, she encountered the entity known as **the Green Inferno**, and found herself bewilderingly fascinated by him. (Her? Them? The gender identity of the Inferno is not clear.) Despite the danger that the other elemental presents, she feels drawn towards them nonetheless ...

Update 2021: Snowfall voluntarily stepped down as co-leader of the Ultra Girls, but chose to remain as a member of the team. Her relationship with the Green Inferno recently became an intimate one, in ways that she finds it both difficult and embarrassing to describe. In the process, she learned the nature of what the Inferno is guarding, and has shared that information with Blakestone. Neva also recently discovered that she *may* have another **sister**.

Update 2022: In addition to her heartbreak over the dissolution of the Ultra Girls, Neva suffered another serious trauma. After learning of her relationship with the Green Inferno, Kirsten abruptly broke off all contact with her as well as the rest of the family. This was both bewildering and hurtful. Her attempts to form some positive relationship with Icepick also got her nowhere. She sometimes found herself humming a few bars of highly copyrighted music. Fortunately the break-up of the team turned out to be temporary, but the way that it all shook out convinced her that she could not continue to divide herself between two different teams. So she has become the third member of the Powerhouse to resign from the team.

Snowfall -- PL 10 (3rd Edition)

Abilities:

STR 10/2 | STA 2 | AGL 2 | DEX 2 | FGT 6 | INT 1 | AWE 1 | PRE 2

Powers:

Ice Control: Array (31 points)

- **Ice Blast:** Ranged Damage 10, Concentration, Variable (crushing or piercing) - 31 points
- **Cold Blast:** Ranged Damage 7, Concentration, Resisted by Fortitude - 1 point
- **Ice Shaping:** Continuous Create 10, Innate, Precise, Quirk (vulnerable to heat) - 1 point
- **Ice Snare:** Ranged Cumulative Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees - 1 point
- **Icy Surfaces:** Environment 7 (extreme cold, impede movement 1, visibility 1) - 1 point

"No, The Cold DOESN'T Bother Me; Nor Does The Heat": Immunity 2 (cold, heat) - 2 points

Silver Skates: Flight 7 (250 MPH), Affects Self and Others in Burst Area, Platform, Selective - 28 points

Transformation: Enhanced Strength 8; Immunity 14 (cold damage, life support); Impervious Protection 8; Senses 2 (tracking infravision); Move Action - 47 points

Advantages:

Defensive Attack, Defensive Roll, Favored Environment (cold weather), Improved Initiative, Power Attack, Teamwork.

Skills:

Athletics 5 (+15/+7), Close Combat: Unarmed 1 (+7), Deception 8 (+10), Expertise: Survival 8 (+9), Perception 7 (+9), Persuasion 6 (+8), Ranged Combat: Ice Control 8 (+10), Stealth 5 (+7)

Offense:

Initiative +6

Unarmed +7 (Close Damage 10/2)

Cold Blast +10 (Ranged Damage 7, Resisted by Fortitude)

Ice Blast +10 (Ranged Damage 10)

Ice Snare +10 (Ranged Affliction 10, Resisted by Dodge)

Defense:

Dodge 8, Parry 7, Fortitude 6, Toughness 12/10/4/2, Will 9

Totals:

Abilities 36 + Powers 112 + Advantages 6 + Skills 24 + Defense 19 = 197 points

Offensive PL: 10

Defensive PL: 10

Resistance PL: 8

Skill PL: 10

Complications:

Responsibility--Motivation. Emotionally Reserved. Fame. Family (parents, sister.) **Power Loss** (Transformation, exposure to intense or extreme heat.)

Snowfall -- PL 10 (4th Edition)

Abilities:

STR 10/2 | **AGL** 2 | **STA** 2 | **INT** 1 | **AWE** 1 | **PRE** 2

Combat:

Attack 6 | **Defense** 7

Ranged Defense 8 | Specialized Attack: Ice Control 10

Resistances:

Dodge 8, Fortitude 6, Toughness 12/10/4/2, Will 9

Powers:

Ice Control: Array - 35 points

- **Cold Blast:** Cold Blast 7, Concentration, Resisted by Fortitude
- **Ice Blast:** Blast 10, Concentration, Variable (crushing or piercing)
- **Ice Shaping:** Create 10, Continuous, Moveable, Variable Opacity, Weakness (fire)
- **Ice Snare:** Snare 10, Cumulative, Reversible
- **Icy Surfaces:** Environment 7 (extreme cold, impede movement 1, visibility 1)

"No, The Cold DOESN'T Bother Me; Nor Does The Heat": Immunity 2 (cold, heat) - 2 points

Silver Skates: Flight 7, Affects Self and Others, Sphere Area, Platform, Selective - 28 points

Transformation: Enhanced Senses 2 (Infravision [Tracking]); Enhanced Strength 8; Enhanced Toughness 8, Improved; Immunity 5 (cold damage); Simple Action - 38 points

Advantages:

Defensive Roll 2, Equipment, Favored Environment (cold weather), Improved Team Attack, Inspiration, Multilingual, Teamwork, Untapped Potential 2.

Equipment:

Powerhouse Commlink (Communication 4), UltraGirls Commlink (Communication 2) - 5 points

Skills:

Deception 8 (+10), Perception 7 (+9), Persuasion 6 (+8), Stealth 5 (+7), Survival 8 (+9).

Offense:

Unarmed +6 (Close Damage 10/2)

Cold Blast +10 (Ranged Damage 7, Resisted by Fortitude)

Ice Blast +10 (Ranged Damage 10)

Ice Snare +10 (Ranged Affliction 10, Resisted by Dodge)

Totals:

Abilities 20 + Combat 29 + Powers 113 + Advantages 10 + Skills 17 + Defense 18 = 207 points

Complications:

Responsibility--Motivation. Emotionally Reserved. Fame ("And everyone expects me to sound like Idina Menzel.") **Family** (parents, sister.) **Power Loss** (Transformation, exposure to intense or extreme heat.) **Relationship** (the Green Inferno.)