

COLD WARRIOR (Boris Grushenko) Russia					
Val	Char	Cost	100+ Disadvantages		
25	STR ¹	10	15	Enraged if fighting military (11-,11-)	
26	DEX ¹	32	30	x1 1/2 Stun, x2 Body from Electrical attacks	
28	CON ¹	24	30	x2 Stun from Flame/Heat attacks	
10	BODY	0	5	1D6 Unluck	
14	INT	8	20	Protects Innocents	
25	PRE ¹	10	8	Hatred of War/military (x1/2)	
10	COM	0	35	Hunted by Russian Heros (11-)	
14	PD ¹	6	35	Hunted by American Dream (Wash. D.C. Hero group)(11-)	
21	ED ¹	10	10	DNPC (wife - Normal) (8-)	
5	SPD ¹	9	20	Overconfident	
11	REC	0	16	Villain Bonus	
36	END	-10			
52	STUN ¹	10			
Cost Powers			END		
30 ¹	Elemental Control — Cold				
a-31 ¹	8D6 Entangle, Area of Effect — 8 hex radius; No Range (+1/2), 14- Act. Roll (+1/2); Melts 1 Def + 1 Body / phase in Temp. over 70°F (+1/2); Does not work if humidity is below 50% (+1/2); 6x End Battery * (+1/4)				32
b-22 ¹	3D6 Dex Drain, 4x End Battery * (+1/2)				18
c-30 ¹	8D6 NND Area of Effect — 4 hex radius; No Range (+1/2), 4x End Battery * (+1/2); Attack Defense is 20+ points Life Support; Having or being within 1 hex of a character w/active heat powers				24
d-18 ¹	3D6 RKA. Cone Area of Effect — 4 hex long; No range (+1/2), 4x End Battery * (+1/2)				18
23 ¹	Armor +12 PD, +9 ED				
6 ¹	10ED Forcefield vs. Thermal att. (+1) (0 End Cost)				
13 ¹	20 pts. Life Support				
4 ¹	6 pts. Hardened Flash Defense				
11 ¹	+11" Running; 4x End Battery * (+1/2)				2
5 ¹	8" Gliding; 4x End Battery * (+1/2)				2
15	Physics, Electronics, Cyrogenics (14-)				
5	Security Systems (13-)				
¹ OIF Battle Suit (+1/2) — Total End Battery is 320 points. Battery recharges 64 End/phase only when hooked to a source of liquid N ² (+3 levels on the battery chart).					
COSTS: Char. Powers Total Disadv. Base					
111 + 213 = 324 = 224 + 100					
OCV: 9; DCV: 9; ECV: 5; Phases: 3,5,8,10,12					

Origin: Once one of Russia's most noted physicists, Boris Grushenko was thrown into the world spotlight in 1985 when the Nobel Committee nominated him for a Peace Prize. An avowed pacifist, Grushenko left government employ and accepted a sentence to the Siberian gulag rather than continue working on secret nuclear weapons. However, he realized that neither side would accept detente and that the world was plunging towards disaster.

Using spare parts scrounged together in the gulag, Grushenko formed a very crude unit that would eventually evolve into the advanced weapon pack he currently wears. Using the ice generating powers of the unit, he escaped to a remote family home outside Leningrad. Here he secluded himself to develop the one thing that both Soviets and Americans would understand, the ultimate weapon.

Finally coming up with the uniform he now wears, Grushenko set out to bring sanity to the world. His targets have always been military bases and transport centers of any government. He's attacked both Soviet and non-Soviet targets with the same intensity.

Motivation: Peace is all the Cold Warrior wants. When he can achieve that, he will gladly turn in his armor. In the meantime, he is prepared to use any means necessary to stop the world from destroying itself.

Personality: Grushenko is an older man, quite weary of the world. He is calm and very sane. He will go to great lengths to explain why he's doing whatever he's doing. He is resigned to his course of action however, and won't allow anything to stand in his way.

Identifying Quote: "I don't enjoy what I now do. But our governments must learn their error."

Tactics: Cold Warrior will try to explain why a Champion must help him end the madness. Should the Hero try to argue, the Warrior will simply blast him with the freeze ray.

Equipment: Cold Warrior's main abilities deal with ice and cold. All his power comes from the heavy duty uniform he designed and built. He can generate temperatures of -60 degrees Fahrenheit. Using moisture

sucked from the air through the power pack on his back, he can produce ice, making it do whatever he wants. He can create objects, such as barriers and bolts of ice. He can entangle a foe in ice or make solid walls of ice. He can also freeze objects in place. Originally, he had to touch an object or person for his freezing power to work. Lately though, he has been experimenting with emitting bolts of ice, and has achieved some degree of success at small distances. By reversing the flow of the moisture coming from the air, the Cold Warrior can achieve flight for short distances.

Weakness: Though he intends to bring peace to the world at any cost and certainly realizes that a few may be sacrificed to save the many, the Cold Warrior will always try to avoid hurting innocent people or endangering non-military targets.

Scenario: During a protest march on a nuclear power plant, Cold Warrior will appear to shut the reactors down. He will walk through fences and freeze guards in order to stop the nuclear madness.

Appearance: Light blue is the basic color of the Warrior's uniform. Flexible pipes and conduits of a silver alloy carry his freezing mixture to various parts of his body.

Record: Cold Warrior's true identity is known only to high ranking officials in the Soviet government. However, the Warrior has been declared an enemy of the state and is to be treated as such. He is being sought in connection for numerous crimes against the Soviet people. The United States and other western countries have also filed criminal charges with the world court against the Cold Warrior.

Notes: Though each side in the arms race publicly vilifies the Warrior, either would like to convince him to work exclusively for them. Many heroes have been sent up against the Cold Warrior in the hopes of bringing him around.

All the Warrior's abilities work off his ENDURANCE battery. The limitations on this battery are adapted from the "Golden Age of Champions." His Icicle cone attacks begin at the hex he's in and spread from there.

The American Dream are a generic paramilitary group of super-heroes employed by the government in the author's campaign. The GM may substitute any appropriate hero group.

