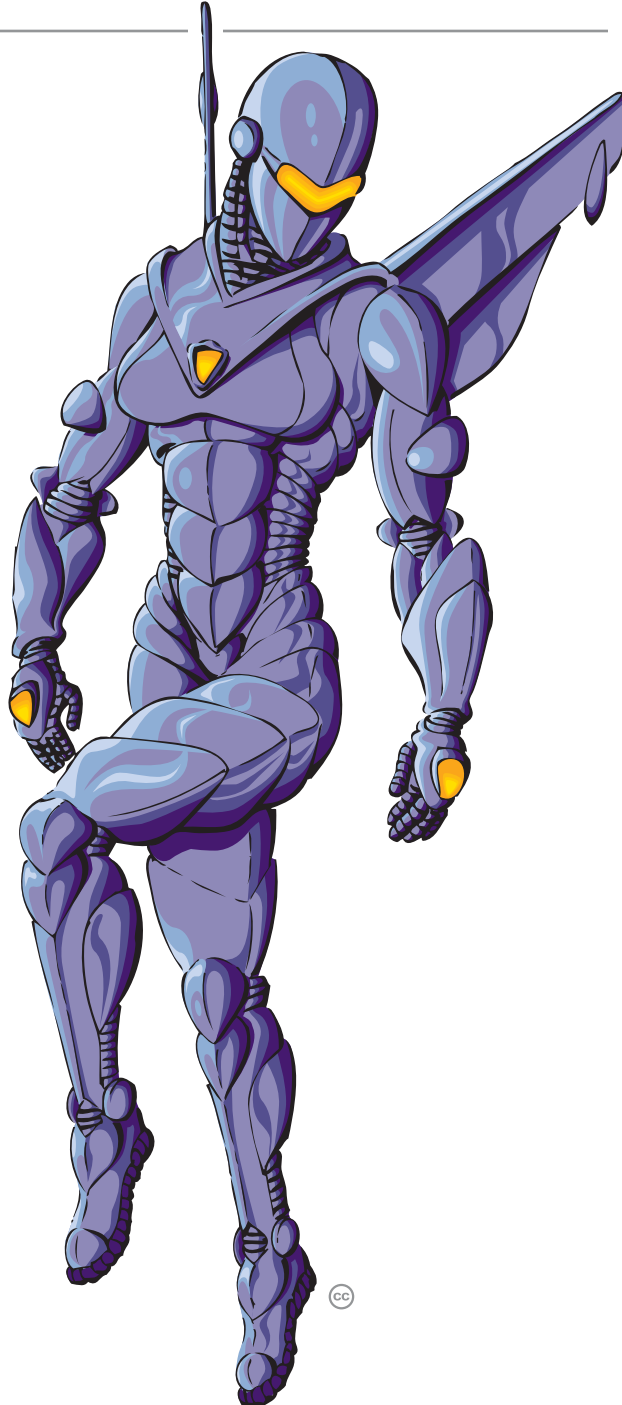


# Snowstorm

Yekaterina "Katya" Alekseeva Korovina

# EARTH

Brawling:	Cm(0)(6)	Reputation:	
Agility:	Cm(0)(6)	As Yekaterina:	Cm(0)(6)
Strength:	Cm(0)(6)	As Snowstorm:	Gr(+2)(15)
Endurance:	Cm(0)(6)	Health Points:	24
Willpower:	Ex(+4)(30)	Story Points:	105
Intelligence:	Ou(+3)(20)		
Perception:	Gr(+2)(15)		
Resourcefulness:	Ph(+5)(40)		



## Powers

### Telepathy: Fa(+6)(60)

Yekaterina is a powerful, versatile, and experienced telepath, capable of reading minds and projecting concepts to others at a range of 1,200 m (3,600 ft). She's mastered several feats:

- **Mental Armor: Ph(+5)(40)**
- **Extended Mental Armor:** protects other minds at one level lower for each extra person.
- **Mental Blast: Ph(+5)(40)**, opponents stunned SR turns.
- **Mental Overload: Ex(+4)(30)**, opponents out SRx10 turns.
- **Mental Probe: Ex(+4)(30)**
- **Mental Control: Ex(+4)(30)**

## Gear

### Snowstorm Armor

Price: M1 \ Ph(+5)(40)

#### Structural / Exoskeleton Subsystem

Price: M1 \ Gr(+2)(15)

- **Material: Ph(+5)(40)**, tungsten steel alloys.
- **Brawling Boost: Ex(+4)(30)**
- **Agility Boost: Ex(+4)(30)**
- **Strength Boost: Ph(+5)(40)**
- **Endurance Boost: Fa(+6)(60)**

#### Weapons Subsystem

Price: M1 \ Gr(+2)(15)

- **Cryo Beam: Ph(+5)(40)** cold.
- **Stasis Beam: Fa(+6)(60)** entangling from a distance.
- **Scramble Beam: Ex(+4)(30)**, stun electronics, SR turns.
- **Mental Blast Booster: Fa(+6)(60)**

#### Defensive Subsystem

Price: M1 \ Ou(+3)(20)

- **Armor: Ex(+4)(30)**
- **Protection from Heat: Ph(+5)(40)**
- **Protection from Cold: Ph(+5)(40)**
- **Protection from Radiation: Fa(+6)(60)**
- **Protection from Corrosives: Fa(+6)(60)**
- **Mental Armor Boost: Wo(+7)(100)**
- **Protection from Reprogramming: Ex(+4)(30)**

#### Power/Propulsion Subsystem

Price: Wo(+7)(100)

- **Self-Sufficiency: Dr(-3)(1)**, 1 day.
- **Power Reserve: Ou(+3)(20)**, 20 hours of operation
- **Speed - Air: Wo(+7)(100)**, 1,200 kph (750 mph / Mach 1).

#### Sensors Subsystem

Price: Ph(+5)(40)

- **Radar: Ou(+3)(20)**
- **Night Sight: Ou(+3)(20)**
- **Telescopic Sights: Ou(+3)(20)** x200 magnification

#### Communication Subsystem

Price: Ph(+5)(40)

- **Signal Range: Cm(0)(6)**, 12 km (7.5 mi)
- **Protection from Jamming: Ex(+4)(30)**
- **Protection from Decoding: Ex(+4)(30)**

## Skills

**Language:** Russian, Finnish, Swedish (Standard), German (Low).

**Charm:** (+1) bonus in social situations.

**Connoisseur:** (+1) bonus to appraise luxury items and detect fakes.

**Computers:** (+1) bonus to design, build, & repair computers.

**Engineer:** (+1) bonus to design, build, & repair gear.

**Electronics:** (+1) bonus to Intelligence.

**Knowledge:** Human-Machine Interfacing.

**Knowledge:** Psychotronics (Psychic-Machine Interfacing).

**Knowledge:** Economics.

**Profession:** Business Management.

**Vehicle:** Jet Plane, Powered Armor.

## Contacts

**Johannes Zeiller: Ph**

Banker with a weakness for corporate intrigue.

**Daniel Madison: Ex**

Mid-level Crèche company researcher who owes her his life.

**Wassily Borisovich Khlebnikov: Gd**

Aerospace engineer and former cosmonaut.

**Emmanuelle Roux: Ex**

Infant development researcher who specializes in mentally gifted and hyper-intelligent children.

## Description

### Appearance

Yekaterina Alekseeva Korovina is a slender, graceful woman in her mid-30's who stands about 180 cm (5 ft 10 in) tall and weighs about 57 kg (125 lbs), with penetrating ice-blue eyes and stunning platinum-blond hair. She doesn't wear much jewelry, but always steps out in perfectly tailored outfits of expensive materials, dyed to bring out her eyes and hair.

### Background

As a baby, Yekaterina wasn't just an early starter, she was a prodigy. She showed an aptitude for mathematics and languages, and her father gave her every opportunity to develop her mental faculties; After all, as a member of the Crèche, he could do no less for his only daughter. What neither her father, nor the rest of that organization suspected was that little Katya was a born telepath who learned early on the advantage of hiding her gifts.

When she was brought to their original testing center in Siberia as part of the old USSR psychic testing program, she simply made the researchers think that she had no psychic potential. She also learned about their program for creating mentally enhanced soldiers, for building machines to augment and control psychics, for spinning off from any government program, and for forming an organization to hunt down and train "special" children under the guise of a world-wide charity. It was a lot for a five-year-old to take, and had this been the modern-day Crèche, she would not have gotten away with her deception. Instead, she fooled them until her late teens, when a soldier named Borzoï was given psychic abilities through brain surgery and immediately detected her.

She had her first psychic battle that day; she almost died. Instead, she was able to knock out Borzoï, lay waste to all her father's psychic augmentation equipment, steal his research, and get away to Sweden. The organization lost two decades of work, but managed to learn a lot from that incident, and the Crèche did move forward in creating their cover operation of networked orphanages and schools. Korovina used her psychic abilities to amass a fortune in a variety of European businesses and founded her own aerospace firm: Snowstorm. When the Crèche finally got back to the business of controlling psychics, she confronted them as an anonymous individual in a suit of power armor (that augmented her psychic abilities without enslaving her to the machinery).

Their second conflict became a tie. The anonymous part of her plan didn't work at all: her father instantly recognized his handiwork and figured out the rest. Now each knew the other's secret; If one side was exposed, the other would be too: Mutually assured destruction for everything each side had built. Now the Snowstorm company and the Crèche fight a strange sort of secret war in front of the whole world: They try to bring children into their program by every means possible, and Snowstorm helps those who want to escape their grasp.

## Notes

**Home Base:** Saint Petersburg

**Story:** If the heroes are young runaways, they might stay one night in a shelter sponsored by the Crèche, get considered “special”, and not get to leave. Alternately, the PCs could encounter a young runaway or orphan (perhaps *made* an orphan by the Crèche) and find several well-armed people wanting to help the child. Either situation would eventually bring Snowstorm into the picture.

**Character points:** (3,893 - 0 in limitations =) 3,893

**Unused character points:** 7 (built with 3,900 points)

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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.