

**DC**

**KILLER FROST**  
CRYSTAL FROST

**CRYOKINESIS**  
Start the game with 3 white Frost Markers on this card. Add 1 to Killer Frost's Move, Attack, and Defense numbers for each Frost Marker on this card. At the end of any player's turn where Killer Frost moved onto a molten lava or lava field space or received at least 1 wound from a normal attack by a figure with the Lava Resistant special power, replace 1 Frost Marker on this card. A maximum of 3 Frost Markers can be on this card.

**FROSTY KISS**  
Instead of attacking with Killer Frost, you may remove one Frost Marker from this card and choose an adjacent figure. The chosen figure receives one wound. During the next turn of the player controlling the chosen figure, the chosen figure cannot move, attack or use any special powers on an Army Card or glyph. Frosty Kiss can only be used once per round.

**LAVA RESISTANT**  
Killer Frost never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.

**4 LIFE**

<b>MOVE</b>	<b>4</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>3</b>

**230 POINTS**

**METAHUMAN**  
**UNIQUE HERO**  
**PSYCHOPATH**  
**VENGEFUL**  
**MEDIUM 5**