

Giant Man

Male; Age: 35; Height: 5' 8"; Weight: 175 lb.

Eyes: Brown; Hair: Light Brown

Power Level 10, 150 PP; Abilities 32 + Powers 72 + Advantages 8 + Skills 15 (30 ranks) + Defenses 23

Abilities

Strength	14	Agility	2	Fighting	2	Awareness	1
Stamina	14	Dexterity	0	Intellect	7	Presence	6/0

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Throw +0, DC 29 Bludgeon, Crit 20

Unarmed +2, DC 29 Bludgeon, Crit 20

Powers

Ü Giant Size (72 PP)

Ü Enhanced Trait 9 (linked)

Traits: Dodge +1 (+3), Parry +1 (+3), Fortitude -6 (+13), Presence +6 (+6), Close Combat -2 (+8), Intimidation +4 (+16) (Free - Personal - Sustained)

Ü Growth 12 (linked)

+12 STR, +12 STA, +6 Intimidate, -12 Stealth, -6 active defenses, +3 size ranks, +12 mass ranks, +1 , Advantages: Accurate Attack, Great Endurance, Improved Grab, Improved Hold, Improved Smash, Interpose, Power Attack, Ultimate Effort: Toughness Checks; Increased Duration: continuous (Free - Personal - Continuous)

Ü Immunity 5 (linked)

Damage Effect: Bullets (Personal - Permanent)

Ü Impervious Toughness 12 (linked)

(Free - Personal - Continuous)

Ü Power-Lifting: Enhanced Strength 2 (linked)

+2 STR; Limited to Lifting (Free - Personal - Sustained)

Advantages

Accurate Attack Trade effect DC for attack bonus.

Benefit, Wealth 2 (independently wealthy) Gain a significant perquisite or fringe benefit.

Defensive Roll 3 +1 active defense bonus to Toughness per rank.

Great Endurance +5 on checks involving endurance.

Improved Grab Make grab attacks with one arm. Not vulnerable while grabbing.

Improved Hold -5 circumstance penalty to escape from your holds.

Improved Smash No penalty for the smash action.

Interpose Take an attack meant for an ally.

Inventor Use Technology to create temporary devices.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Skill Mastery: Technology Make routine checks with one skill under any conditions.

Ultimate Effort: Toughness Checks Spend a hero point to get an effective 20 on a specific check.

Movement

Base Movement Speed - 4 miles/hour, 60 feet/round (run 8 miles/hour, 120 feet/round; swim 1 mile/hour, 15 feet/round)

Routine Jump Distance - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft.

Throwing Distance - Throw 6 ktons 6 feet; throw 1600 tons 30 feet; throw 400 tons 120 feet



Defenses

Dodge 3/2

Parry 3/2

Fortitude 13/19

Toughness 17/14

Impervious: +12

Will 7

Hero Points: 1

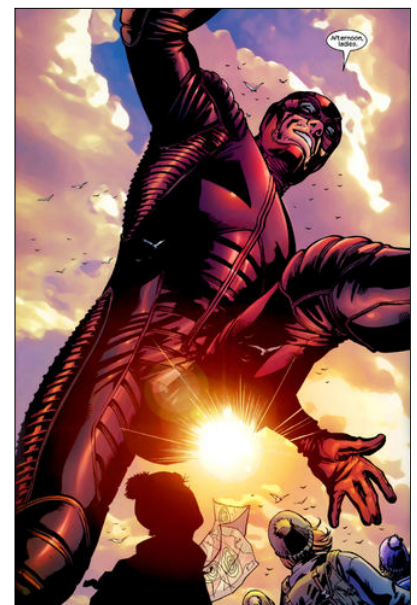
Knockback: -29

Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

Fatigue

- ☐ Fatigued
- ☐ Exhausted



Complications

Guilt Over his mental issues, his treatment of Jan, and for creating Ultron.

Relationship He has been in love with Janet Van Dyne-Pym forever

Background Information

Languages: English

Real Name: Hank Pym

Dr. Henry "Hank" Pym, is an American biochemist with extensive knowledge in various scientific fields. Pym discovered a rare group of subatomic particles, which have become known as the "Pym Particles." Pym was able, through the application of magnetic fields, to entrap the particles within two separate serums. One serum would reduce the size of persons and objects, and the other would restore them to their normal size. Pym tested the reducing serum on himself and discovered it was more powerful than he had expected: it reduced him to the size of an insect. Pym became entrapped in an anthill and was pursued by the ants within. He escaped and restored himself to his normal size with his other serum. Deciding that the serums were too dangerous to exist, Pym destroyed both of them.

Pym next developed a series of capsules containing the Pym Particles which he and van Dyne used to grow or shrink to various heights; he also developed capsules that enabled him to grow to greater than normal heights. Thereafter, Pym preferred to use his power to grow to giant size for crime fighting, and called himself Giant-Man. At first he found that he could not support his own weight if he grew to a height above twelve feet. Later, he was able to reach far greater heights, even 100 feet, and still move about comfortably, but he became weaker in proportion to the amount he grew beyond twelve feet.

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+14	-	14	
Close Combat: Giant Size	+8	8	2	-2
Deception	+6	-	6	
Expertise: Science	+13	6	7	
Insight	+1	-	1	
Intimidation	+16	-	6	+10
Investigation	-	-	7	
Perception	+1	-	1	
Persuasion	+8	2	6	
Sleight of Hand	-	-		
Stealth	-10	-	2	-12
Technology	+15	8	7	
Treatment	+9	2	7	
Vehicles	+4	4		