

Hulk

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 14, 210 PP; Abilities 38 + Powers 141 + Advantages 6 + Skills 15 (30 ranks) + Defenses 10

Abilities

Strength	18/6	Agility	0	Fighting	6	Awareness	0
Stamina	18/8	Dexterity	0	Intellect	-3/5	Presence	2

Offense

Initiative: +0

Attack Name Attack Bonus & Resistance DC Notes

Throw +0, DC 33 Bludgeon, Crit 20

Unarmed +10, DC 33 Bludgeon, Crit 20

Powers

Ü **HULK IS THE STRONGEST THERE IS!** (141 PP)

Activation: Standard Action, Advantages: Daze (Intimidation), Fast Grab, Fearless, Holding Back, Improved Grab, Improved Hold, Improved Smash, Improvised Weapon, Power Attack, Takedown 2

Ü **Enhanced Trait 4** (4 PP)

Traits: Intimidation +8 (+16) (Free - Personal - Sustained)

Ü **Fast Healing: Regeneration 10** (10 PP)

Every 1 round (Personal - Permanent)

Ü **Huge Mass of Muscle: Growth 4** (8 PP)

+4 STR, +4 STA, +2 Intimidate, -4 Stealth, -2 active defenses, +1 size rank, +4 mass ranks (Free - Personal - Sustained)

Ü **Radioactive Fortitude: Immunity 12** (12 PP)

Critical Hits, Damage Effect: Radiation, Fatigue Effects (Personal - Permanent)

Ü **Super-Strong** (98 PP)

Ü **Enhanced Trait 29** (linked)

Traits: Stamina +10 (+18), Strength +12 (+18), Intellect -8 (-3), Close Combat +2 (+10) (Free - Personal - Sustained)

Ü **Power-Lifting: Enhanced Strength 10** (linked)

+10 STR; Limited to Lifting (Free - Personal - Sustained)

Ü **Super Leaping: Leaping 16** (linked)

Leap 60 miles at 250 miles/hour in 15 minutes (Free - Personal - Instant)

Ü **Thick Skin: Impervious Toughness 18** (linked)

(Free - Personal - Continuous)

Thunderclap: Cone Area Affliction 12 (linked)

1st degree: Dazed, Vulnerable, 2nd degree: Defenseless, Stunned, Resisted by: Fortitude, DC 22; Cone Area: 60 feet cone, DC 22, Extra Condition; Limited Degree (Standard - Close - Instant)

Shockwave: Burst Area Affliction 12 (alternate)

1st degree: Dazed and Vulnerable, 2nd degree: Stunned and Prone, Resisted by: Dodge, Overcome by Fortitude, DC 22; Burst Area 2: 60 feet radius sphere, DC 22, Extra Condition; Limited: Targets on the ground, Limited Degree (Standard - Close - Instant)

Advantages

Daze (Intimidation)

Diehard

Fast Grab

Fearless

Holding Back

Improved Grab

Improved Hold

Improved Smash

Improvised Weapon

Interpose



Defenses

Dodge 3

Parry 4

Fortitude 18

Toughness 18

Impervious: +18

Will 5

Hero Points: 1

Knockback: -22

Damage

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

Fatigue

- ☐ Fatigued
- ☐ Exhausted



Advantages

Luck (Recover)
 Move-by Action
 Power Attack
 Startle
 Takedown 2
 Ultimate Effort: Toughness Checks

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
 Routine Jump Distance - Running jump: 30 ft.; standing: 15 ft.; vertical: 6 ft.; standing vert.: 3 ft.
 Super Leaping: Leaping 16 - Leap 60 miles at 250 miles/hour in 15 minutes
 Throwing Distance - Throw 25000 ktons 6 feet; throw 6400 ktons 30 feet; throw 1600 ktons 120 feet

Complications

Monstrous
 Temper

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-		
Athletics	+20	2	18	
Close Combat: Unarmed	+10	2	6	+2
Deception	+4	2	2	
Expertise: Science	+3	6	-3	
Insight	+8	8		
Intimidation	+16	4	2	+10
Investigation	-	-	-3	
Perception	+6	6		
Persuasion	+2	-	2	
Sleight of Hand	-	-		
Stealth	-4	-		-4
Technology	-	-	-3	
Treatment	-	-	-3	
Vehicles	-	-		