

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
Stamina	18/8	Dexterity	0	Intellect	-3/5
Offense					
Attack Name	Attack Bonus & Resistance DC	Notes	Initiative: +0		

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		Skills			
		Total	Ranks	Ability	Other
Luck (Recover)		Acrobatics	-	-	
Move-by Action		Athletics	+20	2	18
Power Attack		Close Combat: Unarmed	+10	2	6 +2
Startle		Deception	+4	2	2
Takedown 2		Expertise: Science	+3	6	-3
Ultimate Effort: Toughness Checks		Insight	+8	8	
Movement		Intimidation	+16	4	2 +10
Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)		Investigation	-	-	-3
Routine Jump Distance - Running jump: 30 ft.; standing: 15 ft.; vertical: 6 ft.; standing vert.: 3 ft.		Perception	+6	6	
Super Leaping: Leaping 16 - Leap 60 miles at 250 miles/hour in 15 minutes		Persuasion	+2	-	2
Throwing Distance - Throw 25000 ktons 6 feet; throw 6400 ktons 30 feet; throw 1600 ktons 120 feet		Sleight of Hand	-	-	
Complications		Stealth	-4	-	-4
Monstrous		Technology	-	-	-3
Temper		Treatment	-	-	-3
Background Information		Vehicles	-	-	

Languages: English