

## Hulk

Male; Age: 36; Height: 5' 7"; Weight: 165 lb.

Eyes: Brown; Hair: Black

Power Level 10, 150 PP; Abilities 38 + Powers 79 + Advantages 2 +

Skills 17 (34 ranks) + Defenses 14

### Abilities

Strength	11/5	Agility	0	Fighting	7	Awareness	0
Stamina	14/8	Dexterity	0	Intellect	-2/6	Presence	1

### Offense

Initiative: +0

Attack Name

Attack Bonus & Resistance DC

Notes

Throw ..... +0, DC 26 ..... Bludgeon, Crit 20

Unarmed ..... +9, DC 26 ..... Bludgeon, Crit 20

### Powers

Ü I'm Always Anger (79 PP)

Activation: Standard Action, Advantages: Fast Grab, Fearless, Holding Back, Improved Grab, Improved Smash, Power Attack, Takedown

Ü Fast Healing: Regeneration 5 (5 PP)

Every 2 rounds (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 10 (10 PP)

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

Ü Super-Strong (51 PP)

Ü Enhanced Trait 8 (linked)

Traits: Stamina +6 ( +14), Strength +6 ( +11), Intellect -8 ( -2) (Free - Personal - Sustained)

Ü Power-Lifting: Enhanced Strength 6 (linked)

+6 STR; Limited to Lifting (Free - Personal - Sustained)

Ü Super Leaping: Leaping 12 (linked)

Leap 4 miles at 250 miles/hour in 1 minute (Free - Personal - Instant)

Ü Thick Skin: Impervious Toughness 10 (linked)

(Free - Personal - Continuous)

Thunderclap: Cone Area Affliction 7 (linked)

1st degree: Dazed, Vulnerable, 2nd degree: Defenseless, Stunned, Resisted by: Fortitude, DC 17; Cone Area: 60 feet cone, DC 17, Extra Condition; Limited Degree (Standard - Close - Instant)

Shockwave: Burst Area Affliction 7 (alternate)

1st degree: Dazed and Vulnerable, 2nd degree: Stunned and Prone, Resisted by: Dodge, Overcome by Fortitude, DC 17; Burst Area 2: 60 feet radius sphere, DC 17, Extra Condition; Limited: Targets on the ground, Limited Degree (Standard - Close - Instant)

### Advantages

Diehard Automatically stabilize when dying.

Fast Grab Make a free grab check after an unarmed attack.

Fearless Immune to fear effects.



### Defenses

Dodge 6

Parry 6

Fortitude 14

Toughness 14

Impervious: +10

Will 5

Hero Points: 1

Knockback: -18

### Damage

☐ Bruises

☐ Dazed

☐ Staggered

☐ Incapacitated

### Fatigue

☐ Fatigued

☐ Exhausted



## Advantages

**Holding Back** Holding Back means you possess a lot more power than you're letting on, but you won't use it out of a legitimate fear. Can you shatter buildings with a thoughtless word? Can you tap into an endless pit of darkness to fuel yourself? Can you surrender to an indiscriminate battle-fury that turns you into a lethal tornado of death? You can tap into and wield abilities above and beyond the series' power levels. In fact, the current power levels are holding you back from going full-bore. This is a dangerous ploy, however, and a slip could prove worse than the threat facing you now.

With Holding Back, you must spend a hero point and two conditions must be met before you can access this untapped reserve. Over half the team must be incapacitated for you to consider making this sacrifice, or many innocent lives should be at stake (possibly including your own), and you must make a Will resistance check with a DC of 10 + your Will defense to overcome your own years of self-deprivation training. You get a +1 bonus to the roll for each rank in this advantage after the first (to a maximum of +5 with 6 ranks). If both conditions are met, you have access to greater powers for that encounter.

When you overcome your mental blocks and become more powerful, your power level increases by 4 and you gain 60 points to spend on your traits (during teen hero creation, make two character sheets for the normal hero and the tricked-out, really dangerous hero; this prevents you from slowing the flow of combat).

The bad in all this is that once you unleash your full potential, there's a price to pay. You suffer a complication chosen by the GM for unleashing your full power, for which you *do not* receive a hero point award. See the following section for some possibilities.

### SAMPLE COMPLICATIONS

Note that in any of these instances, you can spend a hero point to prevent your powers or actions from killing anyone.

- **Berserk:** You lose self-control and enter a feral state. Intellect drops to -4 and until subdued, you're enraged, as if you have the Temper complication. This may even happen at the beginning of combat, with your principle target being the threat that started the combat.

- **Host:** Your powers exist because you're host to some terrible, evil entity. It might be extraterrestrial, extradimensional, or magical, but unleashing its power means it temporarily surfaces and assumes control of your body. It may be hell-bent on destruction, or perhaps it quietly goes about some secret agenda while your conscious is unconscious. You wake up, not knowing what it's done or who it's killed, but dreading the impending truth nonetheless. Regardless, regaining control of your body may happen automatically after a few hours, it may happen at dawn or dusk, or it may happen once your body needs rest and falls asleep. It's up to you and the Gamemaster to decide.

- **Hunted:** Somebody out there is looking for you, whether it's the corporation that gave you powers, the mad scientist who built you, or your demon daddy looking to open a gateway through you. Either way, it's bad news. By unleashing your powers at full bore, you have given your hunters a way to locate you. They'll find you and attack you to get you back. If you're lucky, you have a couple of hours to prepare. If you're unlucky, they're already on your back. Gamemasters should create this nemesis in advance and keep them ready for use.

- **Inert:** You reach great heights in your power, only to crash even harder. With this complication, you shut down, lose cohesion, become a statue, or fall into a coma. Essentially, you are out of commission. You recover after an hour.

- **Monstrosity:** Your power turns you into a monster for several hours. And no, it isn't some cute and fuzzy G-Rated critter, but something exceedingly gross or horrifying, something that would raise an eyebrow on H.P. Lovecraft. It's so bad, cops will shoot at you, and the armed forces will be called in to deal with you as a threat. Even the people who know and love you won't be the same. For a week after you revert back, you suffer a -5 circumstance penalty on all Presence-related rolls when dealing with anyone who's seen you as the beast.

- **Power Unleashed:** Your power is explosive, and unleashing it is like a meltdown. If you fail to contain it, your most offensive power lashes out randomly at full force until you're rendered unconscious.

## Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-		
Athletics	+13	2	11	
Close Combat: Unarmed	+9	2	7	
Deception	+3	2	1	
Expertise: Science	+4	6	-2	
Insight	+6	6		
Intimidation	+11	8	1	+2
Investigation	-	-	-2	
Perception	+8	8		
Persuasion	+1	-	1	
Sleight of Hand	-	-		
Stealth	-4	-		-4
Technology	-	-	-2	
Treatment	-	-	-2	
Vehicles	-	-		

## Advantages

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

**Improved Smash** No penalty for the smash action.

**Power Attack** Trade attack bonus for effect bonus.

**Takedown** Free extra attack when you incapacitate a minion.

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

## 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: 23 ft.; standing: 11.5 ft.; vertical: 4.6 ft.; standing vert.: 2.3 ft.

**Super Leaping: Leaping 12** - Leap 4 miles at 250 miles/hour in 1 minute

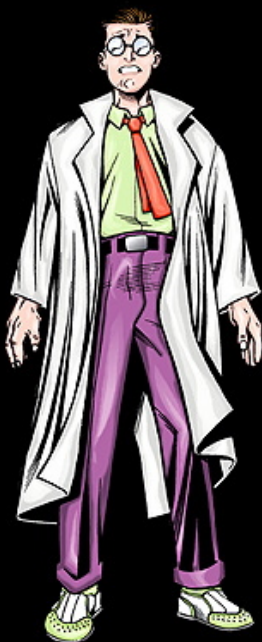
**Throwing Distance** - Throw 12 ktons 6 feet; throw 3.2 ktons 30 feet; throw 800 tons 120 feet

## Complications

**Identity** When calm or if he has his gamma energy drained, he reverts to his Bruce Banner form.

**Temper** Believe it or not, he can get a WEEEEEEEEEEEEEE bit angry at times, causing him to do lots of damage.

## Portraits



## Background Information

**Languages:** English

**Real Name:** Bruce Banner

Robert Bruce Banner is the son of Dr. Brian Banner, an atomic physicist, and his wife Rebecca. Although Rebecca deeply loved Bruce, who returned her affection, Brian hated their child. An alcoholic, Brian was driven by an insane jealousy of Bruce for being an object of Rebecca's love. Further, Brian believed that his radiation work had altered his DNA and given him a mutant son. Brian abused Bruce and finally murdered Rebecca and was placed in a mental hospital. Bruce became a highly withdrawn, intellectually gifted youth, in fact considered a child prodigy. He was raised by his aunt, Mrs. Drake, and he internalized his great pain and rage over his childhood sufferings.

After graduating from Science High School, Bruce studied nuclear physics in Navajo, New Mexico, at Desert State University as the star student of Professor Herbert Josiah Weller. He also studied for a time at Pennsylvania State University, where he met Walter Langkowski, who would later become the Canadian superhero Sasquatch. He obtained his doctorate in nuclear physics at the California Institute of Technology alongside Phillip Sterns.

Eventually, as an adult genius in nuclear physics, Banner went to work at a United States Defense Department nuclear research facility at Desert Base, New Mexico. There Banner met General Thaddeus E. "Thunderbolt" Ross, the Air Force officer in command of the base, and his daughter Betty Ross. Banner and Betty eventually fell in love with each other. Banner designed and oversaw construction of the "Gamma Bomb" or "G-bomb," a nuclear weapon possessing a high gamma radiation output.

Banner was present in the instrumentation bunker at the test site for the first underground test detonation of the Gamma Bomb. Observing that a civilian had breached security and entered the restricted test area, Banner told his colleague Igor Starsky to delay the countdown while he tried to escort the civilian to safety. Starsky, secretly a Soviet agent, did nothing, confident that Banner would die in the explosion, bringing the project to a halt. Reaching the civilian, a teenager named Rick Jones, Banner threw him into a protective trench.

Before Banner could get himself to safety, the Gamma Bomb detonated, and intense waves of radiation reached the surface. Banner was irradiated with highly charged radioactive particles. Due to an unknown genetic factor in his body, Banner was not killed by the radiation, which instead caused him to frequently transform into the vastly powerful, green-skinned, humanoid monster named "the Hulk".