

Hulk

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

Power Level 19, 279 PP, **6 PP left to spend**; Abilities 80 + Powers 169 + Advantages 6 + Skills 15 (30 ranks) + Defenses 9

Abilities

Strength	22/10	Agility	2	Fighting	10	Awareness	3
Stamina	19/12	Dexterity	2	Intellect	-3/5	Presence	4

Offense

Initiative: +2

Attack Name Attack Bonus & Resistance DC Notes

Throw +4, DC 37 **Bludgeon, Crit 20**

Unarmed +14, DC 37 **Bludgeon, Crit 20**

Powers

✓ **HULK IS THE STRONGEST THERE IS! (169 PP)**

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

✓ **Enhanced Trait 4 (4 PP)**

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

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

Every 1 round (Personal - Permanent)

✓ **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)

✓ **Radioactive Fortitude: Immunity 44 (44 PP)**

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

✓ **Super-Strong (94 PP)**

✓ **Enhanced Trait 23 (linked)**

Traits: Stamina +7 (+19), Strength +12 (+22), Intellect -8 (-3), Close Combat +2 (+14) (Free - Personal - Sustained)

✓ **Power-Lifting: Enhanced Strength 6 (linked)**

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

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

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

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

(Free - Personal - Continuous)

Thunderclap: Cone Area Affliction 15 (linked)

1st degree: Dazed, Vulnerable, 2nd degree: Defenseless, Stunned, Resisted by: Fortitude, DC 25; Cone Area: 60 feet cone, DC 25, Extra Condition; Limited Degree (Standard - Close - Instant)

Shockwave: Burst Area Affliction 15 (alternate)

1st degree: Dazed and Vulnerable, 2nd degree: Stunned and Prone, Resisted by: Dodge, Overcome by Fortitude, DC 25; Burst Area 2: 60 feet radius sphere, DC 25, 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



Defenses

Dodge **8**

Parry **9**

Fortitude **19**

Toughness **19**

Impervious: +18

Will **Immune**

Hero Points: 1

Knockback: -23

Damage

☐ **Bruises**

☐ **Dazed**

☐ **Staggered**

☐ **Incapacitated**

Fatigue

☐ **Fatigued**

☐ **Exhausted**



Advantages

Improvised Weapon
Interpose
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: 34 ft.; standing: 17 ft.; vertical: 6.8 ft.; standing vert.: 3.4 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	-	-	2	
Athletics	+24	2	22	
Close Combat: Unarmed	+14	2	10	+2
Deception	+6	2	4	
Expertise: Science	+3	6	-3	
Insight	+11	8	3	
Intimidation	+16	2	4	+10
Investigation	-	-	-3	
Perception	+9	6	3	
Persuasion	+4	-	4	
Ranged Combat: Throw	+4	2	2	
Sleight of Hand	-	-	2	
Stealth	-2	-	2	-4
Technology	-	-	-3	
Treatment	-	-	-3	
Vehicles	-	-	2	