

400 + DISADVANTAGES

Enraged: (Uncommon), go 11-, recover 11-, Berserk

Social Limitation: Called on for Favors by Avengers, Defenders, Nova Corps (Occasionally; Minor)

Psychological Limitation: Heroic, Braggart (Common; Strong)

Psych Limitation: Loves fighting & Testing STR (Common; Strong)

Hunted: usual gal. ne-erdo-wells 8- (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Harshly Punish)

Reputation: , 11- (Extreme)

Rivalry: Professional (; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)

Rivalry: Romantic (; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)

Rivalry: Professional and Romantic (; Rival is Less Powerful; Seek to Harm or Kill Rival; Rival Aware of Rivalry)

Unluck: 1d6

Social Limitation: Demigod
(Frequently; Major; Not Limiting In Some Cultures)

Hunted: 8- (Mo Pow; Watching)

Susceptibility: poisons 1d6 damage Instant (Uncommon)

Vulnerability: 2 x Effect poisons (Uncommon)

about 1 every five years. Reminds me of some of my characters...

Personality: thrillseeker , adventurer

Campaign Use: Helper, Comrade in Arms

Quote: "Hold Varlet, you must answer these questions to our satisfaction."

