HERCULES

Heracles

Height: 2.01 m Weight: 100.00 kg Hair: Brown Eves: Brown



Campaign: MARVEL UNIVERSE

Player: MARSCON NINE

Total Points: 650

Characteristics: 224; Skills, Perks, Talents, &

MA: 183; Powers: 243.

CHARACTERISTICS

STR 91 27-Dice: 18d6 FND: 9

25 DEX 14-Lift: 7.5ktons

CON 50 19-

INT 15 12-PER Roll 12-

EGO 23 14-

PRE 35 16-PRE Attack: 7d6

23 COM 14-

DEFENSES & MOVEMENT

Physical: PD 21 Total 21/37 **Killing** 18/34 Energy: **ED** 19 **Total** 19/35 **Killing** 18/34

Mental DEF: 16 Power DEF: 15

STUN **BODY END REC** 15

<u>100</u> <u>74</u> <u>35</u>

MOVEMENT: Running: 9" / 36"; Swimming: 7" / 28"; Leaping: 20" / 80"; Swinging: 21" / 84"; Tunneling: 6" / 12"

COMBAT INFORMATION

OCV: 8 **DCV**: 8 **ECV**: 8

INIT: 25 **SPD**: 5 Phases: 3, 5, 8, 10, 12

Dice: +1 with All Combat

Weapon Fam: Common Melee Weapons, Siege Engines, Bows, Inertial Gloves, Javelins and Thrown Spears, Nets, Thrown Rocks

Basic Brick,

but lots of Tricks, really good at knocking people down. (leg sweep)

22d6 Strike, Target Falls

121 STR to Escape; Grab Two Limbs -1 -2 Reversal

Takedown +1

+3 HTH Damage Class(es) included

Lightning Reflexes: +6 DEX to act first with Punch;

SKILLS, TALENTS, & PERKS

+1 with All Combat

Area Kno: local Galaxies: 14-Acrobatics 14-Acting 16-Breakfall 14-Climbing 14-Combat Piloting 14-

Conversation 16-Deduction 12-Defense Maneuver I-II Disguise 12-High Society 16-Lipreading 12-Oratory 16-Paramedics 12-

Persuasion 16-Riding 14-Seduction 16-Streetwise 16-Survival 12-Tactics 12-Teamwork 14-Tracking 12-

Trading 16-Navigation (Air, Land, Marine, Space) 12-

Wrangler: Birds, Bovines, Camels, Canines, Dragons, Elephants, Equines, Felines, Bees, Other, Raptors, Reptiles & Amphibians, Ursines): Animal Handler (Aquatic Animals) 16- (2 AP);

Gambling (Card Games, Dice Games, Sports Betting, Other, Roulette) 16-

Analyze: Fighting & Martial .Arts 12-

Professional Skills: Soldier, Gladiator, King, Thespian, Farmer 16-

Transport Fam: Riding Animals, Chariots, Combat Aircraft, Early Spacecraft, Large Military

Ships, Personal Use Spacecraft

Tactics:

Martial Throw +0 +1 21d6 +v/5, Target Falls

Grab Weapon, 116 STR to take weapon away Takeaway +0 +0

+1 21d6 Strike; Target Falls

Languages Greek, Latin, Kree, English: (fluent conversation: literate) Lore Magicians, Earth, History, Mythology, Super-Beings, KS 14-

PERKS: Norse, Olympians, Avengers, Champions, Galactic Traders and Bounty Hunters:

Contact (Contact has useful Skills or resources, Good relationship with Contact) 12-; Groupies,: Followers; Fringe Benefit: Member of the Aristocracy/Higher Nobility; Ship: Vehicles

TALENTS: Ambidexterity (-2 Off Hand penalty);

Rapid Healing

FIGHTING ABILITIES

STRENGTH: Multipower, 65-point reserve, (65 AP); Olympian (-2)

END 4, 4/45 AP 1) Tunneling 6" through 11 DEF material (45 AP)

2) Wrap Up with Railings: Entangle 6d6, 6 DEF (60 AP); OAF Expendable (Difficult to obtain new Focus; available crud; -1 1/4) END 6, ³/_{60 AP}

3) Stratospheric Punch: Mega-Scale On up to 60 STR (10 AP); Increased Endurance Cost (x4 END; -1 ½), Only Affects Knockback Distance (-½), Called END 4, 1/10 AP Shot, minus 5 to OCV (-1/2)

4) Thrown Object: PB 13d6 (65 AP); Expendable (must obtain new Focus; -11/4) END 6, 3/65 AP

5) **Rending:** HKA 2 ½d6 (5d6+1 w/STR), Armor Piercing (+½) (60 AP); Gestures (Requires both hands; requires a successful Grab first; -1/2), Required Hands Two-Handed (-1/2), No Knockback (-1/4), Time (Delayed Phase, -1/4) END

6) Swinging 21", x4 Noncombat (26 AP); OIF (-1/2) END 3, 2/26 AP

7) Missile Deflection (Bullets & Shrapnel), Missile Reflection, Reflect At Any Target (45 AP)

8) +65 STR (65 AP); No Figured Characteristics (-1/2) END 6, 4/65 AP

 Blowing Away Junk: Dispel Fire, Gas/Smoke/Mist Powers 10d6, Ifour END 6, 6/60 AP powers] simultaneously (+1) +12 STR TK (60 AP)

10) I Ignore Your Puny Weapons: Missile Deflection (Any Ranged Attack) (A/R 20 / 20); +5 with Missile Deflection (A/R 10 / 10); Olympian Ideal, all slots Olympian

POWERS

1) Power Defense (12 points) (12 AP); #

4/_{12 AP}

2) Life Support (Eating: Character only has to eat once per year; Immunity: All terrestrial diseases and biowarfare agents; Longevity: Immortal; Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per vear) (34 AP): #

3) Expert Leg-Sweep: Find Weakness 15- with Single Attack (30 AP); #10/30 AP

4) Loud Voice: Change Environment 16" radius () (25 AP); #END 2, 8/25 AP

5) +25 CON (50 AP); # ¹⁷/_{50 AP} 6) +12 BODY (24 AP); #

7) Damage Resistance (18 PD/18 ED/3 Mental Def./3 Power Def.) (21 AP); #7/21 AP

8) Mace: Killing Attack - Hand-To-Hand 3d6 (5d6+1 w/STR), Affects Desolidified One Special Effect of Desolidification (magic; +1/4), Armor Piercing (+1/2), Double Knockback (+3/4) (112 AP); END 11, 26/_{112 AP} OAF (-1), Real Weapon (-1/4)

9) Nightvision, Discriminatory (10 AP); # 10) IR Perception (Sight Group) (5 AP); # $^{2}I_{5 \text{ AP}}$ 11) UV Perception (Sight Group) (5 AP); # $^{2}I_{5 \text{ AP}}$ 12) Mental Defense (16 points total) (8 AP); #

Force Field (3 PD/3 ED/3 Mental Defense/3 Power Defense/3 Flash Defense: END 1, 10/_{15 AP} Hearing Group) (15 AP); OIF (belt; -1/2)

Energy Damage Reduction, Resistant, 25% (15 AP); Not Versus Black Magic or Poison; (-1 ½)

Running +2" (9" total), x4 Noncombat END 1, 9/9 AP

Leaping +2" (20" forward, 10" up) (Accurate, x4 Noncombat) END 1, 12/12 Swimming +3" (7" total) (x4 Noncombat) END 1, 8/8 AP

Physical Damage Reduction, Resistant, 25% (15 AP);

Not Versus Black Magic or Poison; (-1 1/2) 6/_{15 AP} ¹⁵/_{15 AP} Watched By Zeus: Luck 3d6 ²²/_{39 AP} Armor (13 PD/13 ED) (39 AP); OIF (-1/2), Real Armor (-1/4)

Appearance: Olympian Ideal

Background: son of Zeus, name means "Glory of Hera", He earned 650 exp in 3000 years, or

HERCULES

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)

Social Limitation: Demigod

Unluck: 1d6

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(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."

