

# The Incredible Hulk!

Contributed by James O'Rance  
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If we're throwing around the high-strength iconic powerhouses, I thought I'd take a shot at the Hulk. Anybody who knows the history of the Hulk knows that he has been through -many- different forms over the years, so this is a fairly generic approach to his powers - suitable for a "Hulk smash!" version of the character. I've built him to 500 points.

DR. BRUCE  
BANNER

Archetype: None

STATS (90 points)

Body 2d, Coordination 3d,  
Sense 3d

Brains 5d, Command 2d, Cool 3d

Base Will 5

Willpower  
0

SKILLS (28 points)

Bluff 2d (5d), Education 5d (9d), First Aid 1d (6d), Intimidation 2d (4d), Security Systems 3d (8d), Sense Motives 1d (6d).

MIRACLES (2 points)

Alternate Form [Hulk] 2hd

Qualities:  
A, D, R, U (5/10/20)

Extra: Reflexive (+3/6/12)

Flaw: Hurt Means Hurt  
(-2/4/8)

Flaw: If/Then (-2/4/8)

Flaw: Stat Reduction [Brains -4] (-4 points)

Flaw: Skill Reduction [No Brains skills] (-10 points)

Total Cost:  
2 points

## THE HULK

Archetype: Human+ (8 points)

Intrinsic: Brute (-8  
points)

Intrinsic: Inhuman (-8 points)

Intrinsic: Resilient (+10  
points)

Base Will 5

Willpower 5{shadowboxwtw}You might even want to bundle some of the rage effects and a form of No Upward Limit into a custom miracle. How about this:

## HULK SMASH!

Applies the following effects apply to Hulk's Body stat:

\* Booster  
1 (weight capacity; 4 pts)

\* Deadly 3 (+1 Shock and Killing; 9 pts)

\*  
Penetration 1 (2 pts)

Extras: No Upward Limit, +5/10/20.

Flaws: State of  
Mind (rage), -1/2/4.

COST: 23 pts.

**EFFECT:** For every 2 Willpower Hulk spends, he adds 1 level of HULK SMASH! to his Body stat, doubling his lifting capacity and adding Penetration 1 and +1 Shock and Killing damage. This lasts one round per level added. Hulk must be enraged to use this power. Inflicting damage on him or people he likes is a good way to enrage him.

**EXAMPLE OF USE:** Hulk is sulking in the desert when a special forces gunship flies overhead and starts firing missiles at him. He jumps up at it and uses HULK SMASH! to boost his strength, spending all 5 of

his native Willpower and another 3 from his Indomitable Willpower stash for four levels of SMASH. That's Penetration 4 and +4 Shock and Killing on top of his usual attack.

Shane Ivey{/shadowboxwtw}HYPERSTATS (148 points)

Hyperbody +4d, 4hd

Qualities: A, D, R, U (5/10/20)

Extra:  
Booster [Weight] 10 levels (4/level; 40)

Extra: No Upward Limit  
(+5/10/20)

Flaw: Attached to Alternate Form (-1/2/4)

Max Lift 13,107.2 tons, Throw 1,310.7 tons, Sprint Speed 50 yards

Total Cost: 148 points

HYPERSKILLS (17 points)

Brawling 4d (10d+4hd), Endurance 3d (9d+5hd), Intimidation 3d (7d),

Resist 2d (5d), Sight 3d (6d), Survival [Desert] 2d (3d).

All skills are Attached to Alternate Form (-1)

MIRACLES: 216 points

Extra Tough 6 levels

Qualities: D, R, U (6/level)

Flaw: Attached to Alternate Form (-2)

Total Cost: 24 points

Heavy Armour 6 levels

Qualities: D, R, U (8/level)

Flaw:  
Attached to Alternate Form (-2)

Total Cost: 36 points

Immunity  
[Radiation] 3 levels

Qualities: D, R, U (8/level)

Flaw: Attached to  
Alternate Form (-1/2/4)

Total Cost: 21 points

Indomitable Willpower 8  
levels

Qualities: A, D, R, U (5/10/20)

Flaw: Attached to Alternate Form  
(-2)

Total Cost: 64 points

Regeneration 3 levels

Qualities: D, R, U  
(8/level)

Flaw: Attached to Alternate Form (-1/2/4)

Total Cost: 21  
points

Size Shift 5 levels

Qualities: A, D, R, U (10/level)

Flaw:  
Always On (-2)

Flaw: Attached to Alternate Form (-2)

Flaw: Fig Leaf  
(-2)

Flaw: Growth Only (-2)

Total Cost: 10 points

Unconventional  
Move [Jumping]

Qualities: A, D, R, U (5/10/20) 10d

Flaw: Attached to

Alternate Form (-1/2/4)

Flaw: Clear Trail (-1/2/4)

Flaw: Straight Line  
(-1/2/4)

Jumping Distance: 3 miles

Total Cost: 20 points

James O'Rance

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