

# WOLVERINE







**"SNIKT"**

**"THAT'S TWO. WANNA GO FOR THREE?"**

### **Background / History**

James Howlett was born near Cold Lake, Alberta, in what was then known as the Canadian Confederation. He was a sickly child, prone to illness and allergies. There was no sign he was different, only that he was weak.

His father loved him greatly. His mother suffered mental illness and tragedy James could never be sure of. His father, John, did his best, and it wasn't until his death at the hands of Thomas Logan, the Howlett's cruel groundskeeper that James discovered his claws; he used them to cut Thomas down where he stood.

James's life afterward was a series of tragedy and hardship. Falsely accused of the murders, He and his childhood friend Rose fled to British Colombia, where they finally drifted apart. While together, Rose had taken to calling him "Logan" as a way to hide his identity.

Rose got married, and Logan found himself cage-fighting in the Canadian East. It's a sequence of events that left Rose dead at the end of Logan's claws, and Logan fleeing into the wilderness.

In the years that followed, Logan lost himself in war. He travelled the world, and fought on many sides. In every theatre, he learned more about combat, making him an even deadlier killing machine.

### **Personality / Motivation**

**"NATURE MADE ME A FREAK. MAN MADE ME A WEAPON. AND GOD MADE IT LAST TOO LONG."**

Shaped by his childhood, Wolverine is by nature a loner. He's skilled, dangerous, and as far as he knows, he may be immortal. It's a burden that fuels his anger; his wounds, both physical and emotional, haunt him, drive his uncontrollable rage.

The violence of Wolverine is born in Logan's heart. He has a deep well of anger and sadness that fuels his fury, fed further by his amped mutant physiology. He's often irreverent and rebellious toward authority figures and simply will not back down from a fight, regardless of the odds, in spite of the pain it may cause him. He's been a father figure and mentor to his students, and has romantic relationships (most notably Mariko Yashida). Logan also has a strained relationship with Phoenix, Jean Grey. Her longing for Wolverine is known to her husband, Scott Summers, and causes major friction between them.

### **Quote**

**"I'M THE BEST AT WHAT I DO. AND WHAT I DO ISN'T VERY NICE."**

### **Powers / Tactics**

Logan is virtually unstoppable. He will fight until he dies, and even then he won't be down for long. He can regenerate any amount of flesh, and his adamantium skeleton is virtually indestructible (among other benefits it gives Wolverine a 60PD vs Transforms that affect the integrity of his skeleton and claws). The memory of the wounds he's suffered haunts him though, even as his healing factor fights every moment of his life against the adamantium poisoning him.



# WOLVERINE

While his claws are frighteningly effective, he's also lethal with hand-to-hand as well as sword. He's had a long time to perfect his skills, and has bested some of the best martial artists in the superheroic world. As a result, while his tactics may appear to be relatively straightforward (leap and slash), he's actually a lethal tactician that's not afraid of a good slugfest.

His rage, his berserker fits, aren't a source of pride for him. It's hurt people he's loved, and the killings haunt him yet. He knows he's brutally effective, but the cost is too high to embrace it; he's effectively a mindless uncontrollable animal, a murder machine.

## **Appearance**

Short and heavily muscled with a distinctive, natural hair style that he will occasionally cover with a cowboy hat. He smokes cigars too much, drinks too much, and calls people "Bub". He's a brawler by nature, and walks quietly, but with a brutish confidence that belies his stature.

His costume, when he wears it, is a distinctive yellow and blue.





Character Name Wolverine  
Alternate Identities Logan, James Howlett, Weapon X  
Player Name \_\_\_\_\_

# HERO SYSTEM SIXTH EDITION

## CHARACTERISTICS

Val	Char	Points	Roll
<u>30</u>	STR	<u>20</u>	<u>15-</u>
<u>28</u>	DEX	<u>36</u>	<u>15-</u>
<u>30</u>	CON	<u>20</u>	<u>15-</u>
<u>13</u>	INT	<u>3</u>	<u>12-</u>
<u>25</u>	EGO	<u>15</u>	<u>14-</u>
<u>20</u>	PRE	<u>10</u>	<u>13-</u>
<u>10</u>	OCV	<u>35</u>	
<u>10</u>	DCV	<u>35</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>10</u>	DMCV	<u>21</u>	
<u>6</u>	SPD	<u>40</u>	
<u>20/28</u>	PD	<u>18</u>	
<u>20/28</u>	ED	<u>18</u>	
<u>25</u>	REC	<u>21</u>	
<u>80</u>	END	<u>12</u>	
<u>35</u>	BODY	<u>10</u>	<b>Total Cost</b>
<u>60</u>	STUN	<u>20</u>	<u>341</u>

## CURRENT STATUS

	Maximum	Current
END	<u>80</u>	_____
BODY	<u>35</u>	_____
STUN	<u>60</u>	_____

## VITAL INFORMATION

HTH damage (STR/5)d6 6d6  
Lift 1600kg STR END Cost 3  
Phases 1 2 3 4 5 6 7 8 9 10 11 12  
Base OCV 10 Base DCV 10  
Base OMCV 3 Base DMCV 10  
Combat Skill Levels \_\_\_\_\_  
+6 with HTH Combat  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Presence Attack (PRE/5)d6 4d6

## EXPERIENCE POINTS

Total Points	<u>922</u>
Total Experience Earned	<u>520</u>
Experience Spent	<u>522</u>
Experience Unspent	<u>0</u>

## HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/Weight
3-5	Head	x5	x2	x2	-8	____/____
6	Hands	x1	x½	x½	-6	____/____
7-8	Arms	x2	x½	x½	-5	____/____
9	Shoulders	x3	x1	x1	-5	____/____
10-11	Chest	x3	x1	x1	-3	____/____
12	Stomach	x4	x1½	x1	-7	____/____
13	Vitals	x4	x1½	x2	-8	____/____
14	Thighs	x2	x1	x1	-4	____/____
15-16	Legs	x2	x½	x½	-6	____/____
17-18	Feet	x1	x½	x½	-8	____/____
Average Def						_____
DCV Modifier						_____
Total Weight						_____
Armor Notes						

## ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone
Choke Hold	½	-2	+0	Grab One Limb; 2d6 NND
Counterstrike	½	+2	+2	8d6 Strike, Must Follow Block
Defensive Block	½	+1	+3	Block, Abort
Fast Strike	½	+2	+0	8d6 Strike
Flying Grab	½	-2	-1	Grab Two Limbs, 40 STR for holding o...
Joint Break	½	-1	-2	Grab One Limb; HKA 3d6 +1, Disable
Killing Strike	½	-2	+0	HKA 2 ½d6
Legsweep	½	+2	+1	7d6 Strike, Target Falls
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm; 40 STR to Disarm
Martial Dodge	½	—	+5	Dodge, Affects All Attacks, Abort
Martial Escape	½	+0	+0	45 STR vs. Grabs
Martial Strike	½	+0	+2	8d6 Strike
Offensive Stri...	½	-2	+1	10d6 Strike
Weapon Bind	½	+1	+0	Bind, 40 STR

## DEFENSES

Type	Amount/Effect
Normal PD	<u>20/28</u>
Resistant PD	<u>0/8</u>
Normal ED	<u>20/28</u>
Resistant ED	<u>0/8</u>
Mental Defense	<u>30</u>
Power Defense	<u>60</u>
Flash Defense	_____
_____	_____
_____	_____

## SENSES

Perception Roll (9+INT/5) 18-  
Enhanced and Unusual Senses  
+6 PER with all Sense Groups (18 AP...)  
Discriminatory with Normal Smell  
Tracking with Normal Smell  
Partially Penetrative with Hearing G...  
Targeting with Hearing Group

## COMBAT MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10
Targeting Shot	OCV	Hit Location				
Head Shot (Head to Shoulders)	-4	1d6+3				
High Shot (Head to Vitals)	-2	2d6+1				
Body Shot (Hands to Legs)	-1	2d6+4				
Low Shot (Shoulders to Feet)	-2	2d6+7*				
Leg Shot (Vitals to Feet)	-4	1d6+12				
<i>* Treat a 19 as the Feet location</i>						

## MOVEMENT

Type	Combat	Noncombat
Run (12m)	<u>18m</u>	<u>36m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>6m</u>	<u>12m</u>
V. Leap (2m)	<u>3m</u>	<u>6m</u>
_____	_____	_____
_____	_____	_____
Movement SFX	_____	_____



## CHARACTER INFORMATION

Character Name Wolverine  
 Height 1.68 m Weight 138.00 kg  
 Hair color Black Eye color Brown

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

Campaign Name Wolverine vs The Incredible Hulk  
 Genre \_\_\_\_\_  
 Gamemaster \_\_\_\_\_

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
48	+6 with HTH Combat	
3	Acrobatics	15-
3	Breakfall	15-
3	Climbing	15-
3	Gambling	12-
11	Tracking	16-
3	Riding	15-
3	SR-71 Blackbird: Combat Piloting	15-
5	Language: Japanese (imitate dialects)	
3	Language: Russian (completely fluent)	
3	Language: Cheyenne (completely fluent)	
2	Language: Chinese (fluent conversation)	
22	WF: Common Martial Arts Melee Weapons, Common Melee Weapons, Small Arms, Bows, Crossbows, Flying Claw/Guillotine, Homemade Weapons, Hook Sword, Iron Mandarin Duck, Kiseru, Lajatang, Mitsubishi, Pendjept, Rope Dart, Staffs, Three-Section Staff, Thrown Chain & Rope Weapons, Thrown Knives, Axes, and Darts, Urumi, Wind and Fire Wheels	
4	Choke Hold	
4	Counterstrike	
5	Defensive Block	
4	Fast Strike	
5	Flying Grab	
5	Joint Break	
4	Killing Strike	
3	Legsweep	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
4	Martial Escape	
4	Martial Strike	
5	Offensive Strike	
4	Weapon Bind	
12	Contact: Professor X (Contact has extremely useful Skills or resources, access to major institutions, significant Contacts of his own, Very Good relationship with Contact)	14-
7	Contact: X-Men (Contact has extremely useful Skills or resources, significant Contacts of his own, Very Good relationship with Contact)	8-
2	Vehicles & Bases (School for Gifted Youngsters)	
3	Bump Of Direction	
17	Combat Sense 14-	14-
3	Resistance (+3 to roll)	

**219** Total Skills, Perks, & Talents Cost

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
96	Adamantium Claws	Multipower, 120-point reserve, (120 APs); all slots Unified Power (Adamantium; -¼)	
10f	Adamantium Slash	1) Killing Attack - Hand-To-Hand 4d6 (5d6 w/STR), Armor Piercing (+¼), Area Of Effect (1m Radius; +¼), Penetrating (+½) (120 APs); Unified Power (Adamantium; -¼)	12
8f	Adamantium Stab	2) Killing Attack - Hand-To-Hand 4d6 (5d6 w/STR), Armor Piercing (+¼), Penetrating (+½) (105 APs); Unified Power (Adamantium; -¼)	10
2f	Retracted Adamantium Punch	3) Hand-To-Hand Attack +6d6, Armor Piercing (+¼) (37 APs); Hand-To-Hand Attack (-¼), Unified Power (Adamantium; -¼)	4
7	Snikt snikt!	+15 PRE (15 APs); Limited Power Power loses about half of its effectiveness (Only for Fear / Intimidation PRE Attacks; -1)	
20	Without Fear	+30 PRE (30 APs); Limited Power Only Vs Fear/Intimidation (-½)	
14	Mutant Senses	+6 PER with all Sense Groups (18 APs); Concentration (½ DCV; -¼)	
5	Mutant Senses	Discriminatory with Normal Smell	
5	Mutant Senses	Tracking with Normal Smell	
10	Mutant Senses	Partially Penetrative with Hearing Group	
20	Mutant Senses	Targeting with Hearing Group	
24	Healing Factor i)	Resistant Protection (8 PD/8 ED), Hardened (+¼) (30 APs); Unified Power (Mutant Powers; -¼)	
39	Healing Factor ii)	Regeneration (3 BODY per Hour), Can Heal Limbs, Resurrection (49 APs); Unified Power (Mutant Powers; -¼)	
1	Healing Factor iii)	Life Support (Longevity: 200 Years); Unified Power (Mutant Powers; -¼)	
10	Adamantium Skeleton i)	Physical Damage Reduction, 25%	
30	Adamantium Skeleton ii)	Power Defense (60 points) (60 APs); Limited Power Power loses about half of its effectiveness (Only vs Transforms or Drains that affect skeletal integrity; -1)	
15	Adamantium Skeleton iii)	+15 BODY	
46	Beserker Rage	Aid STUN & END 3d6 (18 APs); Limited Power Power loses about half of its effectiveness (Only While Berserk; -1) plus Aid SPEED 5d6 (30 APs); Limited Power Power loses about half of its effectiveness (Only While Berserk; -1) plus +15 BODY (15 APs); Limited Power Power loses about half of its effectiveness (Only While Berserk; -1) plus +30 Mental Defense (30 points total) (30 APs); Limited Power Power loses about half of its effectiveness (Only While Berserk; -1)	5
<b>362</b> Total Powers/Equipment Cost			

## MATCHING COMPLICATIONS ( 100 )

Cost	Complication
15	Distinctive Features: Short (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
5	Distinctive Features: Distinctive "Wolverine" Hair (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Enraged: When someone he cares for is in mortal danger (Uncommon), go 8-, recover 11-
25	Enraged: Berserk When he takes more than ¼ BODY (before defenses) between his Phases, or someone he loves dies (Uncommon), go 11-, recover 11-
20	Psychological Complication: Fearless (Common; Total)
5	Rivalry: Professional (Scott Summers aka Cyclops; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
5	Social Complication: Loner Infrequently, Minor
5	Social Complication: Heavy Smoker and Drinker Infrequently, Minor
10	Vulnerability: 2 x Effect Strong Magnetic Fields (Uncommon)

**100** Total Complications Points