

ABOMINATION

Emil Blonsky (Secret)

Affiliations	10 10 SOLO 6 BUDDY 8 8 TEAM	Distinctions	ROYAL MARINE SPECIAL OPS HEARTLESS AND CUNNING
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Stress/Trauma	P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12
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Power Sets

SUPER-SOLDIER MEETS GAMMA MONSTROSITY

12 GODLIKE DURABILITY 10 SUPERHUMAN LEAP
10 SUPERHUMAN ENDURANCE 12 GODLIKE STRENGTH

SFX: Multipower. Use two or more Gamma Radiation Monster powers in your dice pool, at -1 step for each additional power.

SFX: Rampage. Add one of your stress or trauma dice for your next roll, then add a die of the same size to the doom pool.

SFX: Gamma Healing. Spend a die from the doom pool to recover your physical stress and step back your physical trauma by -1.

SFX: Unleashed. Step up or double any Super-Soldier Meets Gamma Monstrosity power for one action. If the action fails, give each player 1PP.

SFX: Counterattack. On a reaction against a physical attack action, inflict physical stress with your effect die at no cost or spend a die from the doom pool to step it up by +1.

Limit: Exhausted. Shutdown all Super-Soldier Meets Gamma Monstrosity powers and step up one die in the doom pool. Recover power by activating an opportunity.

Specs

10 MENACE MASTER 8 COMBAT EXPERT 8 VEHICLE EXPERT

Datafile created by Mark Meredith (marvelplotpoints.com)

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