

ABOMINATION

Emil Blonsky (Secret)	Affiliations	10 10 SOLO 6 BUDDY 8 TEAM	Distinctions	ROYAL MARINE SPECIAL OPS HEARTLESS AND CUNNING			
	Stress/Trauma	<p>P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12</p>					
Power Sets	<h2>SUPER-SOLDIER MEETS GAMMA MONSTROSITY</h2> <p>12 GODLIKE DURABILITY 10 SUPERHUMAN LEAP 10 SUPERHUMAN ENDURANCE 12 GODLIKE STRENGTH</p> <p>SFX: <i>Multipower.</i> Use two or more Gamma Radiation Monster powers in your dice pool, at -1 step for each additional power.</p> <p>SFX: <i>Rampage.</i> Add one of your stress or trauma dice for your next roll, then add a die of the same size to the doom pool.</p> <p>SFX: <i>Gamma Healing.</i> Spend a die from the doom pool to recover your physical stress and step back your physical trauma by -1.</p> <p>SFX: <i>Unleashed.</i> Step up or double any Super-Soldier Meets Gamma Monstrosity power for one action. If the action fails, give each player 1PP.</p> <p>SFX: <i>Counterattack.</i> 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.</p> <p>Limit: <i>Exhausted.</i> Shutdown all Super-Soldier Meets Gamma Monstrosity powers and step up one die in the doom pool. Recover power by activating an opportunity.</p>						
Specs	<p>10 MENACE MASTER 8 COMBAT EXPERT 8 VEHICLE EXPERT</p>						

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