

# JUGGERNAUT

Cain Marko

Affiliations	SOLO	8	Distinctions	NOTHING STOPS THE JUGGERNAUT
	BUDDY	4		XAVIER'S HATEFUL STEPBROTHER
	TEAM	6		BIG, LOUD, AND MEAN

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

## AVATAR OF CYTTORAK

Power Sets

- 12 GODLIKE STRENGTH
- 12 GODLIKE DURABILITY
- 10 SUPERHUMAN STAMINA
- 12 UNSTOPPABLE MOMENTUM
- 10 MYSTIC RESISTANCE

**SFX: *I'm the Juggernaut*:** When Juggernaut moves in a straight line through enemies, walls, vehicles, or barriers, add a d6 and keep an extra effect die.

**SFX: *Walk Through It*:** Spend a die from the doom pool to ignore physical stress unless it comes from a d12 effect die, magic, psychic attack, or a specially prepared countermeasure.

**SFX: *Bring the Building Down*:** Against multiple targets or a large structure, add a d6 and keep an additional effect die for each extra target.

**SFX: *Can't Be Stopped*:** When using Unstoppable Momentum to charge, escape restraint, or smash through an obstacle, step up or double Unstoppable Momentum. After the roll, add the highest-rolling die to the doom pool.

**SFX: *Helmet of Cyttorak*:** Spend a doom die to ignore mental stress, psychic control, telepathic illusions, or mind-reading while his helmet is secure. His helmet is a major part of how he resists Professor X and other telepaths.

**Limit: *Get the Helmet Off*:** When a hero creates a Helmet Removed complication at d10 or higher, shut down Helmet of Cyttorak. While it is shut down, step up mental stress or psychic complications inflicted on Juggernaut.

**Limit: *Straight-Line Thinking*:** Step up complications caused by redirection, traps, telekinesis, illusions, collapsing terrain, or outmaneuvering him to add a d6 to the doom pool.

Specs

- 10 COMBAT MASTER
- 8 CRIME EXPERT
- 10 MENACE MASTER
- 8 MYSTIC EXPERT

Character writeup by Mark Meredith (Marvel Plot Points (marvelplotpoints.com)),




Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))




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