

GREEN GOBLIN

<MANIACAL
CACKLE>!!!!



Power Level: 18 **Concept:** Deranged Criminal **Occupation:** President of Osbourne Industries

Str	Dex	Con	Int	Wis	Cha	Melee
18	16	20	18	16	14	+9
+4	+3	+5	+4	+3	+2	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+9	+9	+5	+3	30/40	+8/+9
Save	Save	Save	Save	Walk/Glider	Atk Bonus

SKILLS

Balance (Dex) +5, Bluff (Cha) +4, Computers (Int) +6, Craft—Weapon Systems (Int) +8, Craft—Electronics (Int) +6, Craft—mechanics (Int) +6, Demolitions (Int) +6, Diplomacy (Cha) +4, Intimidate (Cha) +4, Listen (Wis) +5, Pilot (Dex) +6, Profession—Industrialist (Wis) +5, Repair (Int) +6, Science—Biochemistry (Int) +8, Science—Chemistry (Int) +6, Spot (Wis) +5, Taunt (Cha) +4

Initiative

+3

DEX

Dma Bonus

+10 L

Fists and Feet

DEFENSE

17/20

Flat Footed

CHARACTERISTICS

Real Name: Norman Osbourne
Height: 5' 11"
Weight: 185 lb.
Eyes: Blue
Hair: Reddish-Brown
Birthplace: Hartford, Connecticut
Group Affiliation: None
Headquarters: Osbourne Industries, New York City
Relatives: Harry (son)
Other Aliases: None
Marital Status: Single (Divorced)
First Appeared: Amazing Spiderman #14

FEATS

Connected, Aerial Combat, All Out Attack, Dodge, Infamy (As Green goblin), Lightning Reflexes, Move-by Attack, Power Attack, Attack focus—Ranged, Throwing Mastery, Identity Change

POWERS

Super Strength +6: Norman use of the formula transformed him granting him tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity [*Source:* Super Science; *Cost:* 4 pp].

Super Constitution +4: Normans altered body thanks to the formula also grants him incredible stamina and endurance, allowing him to add his rank to Damage and Fortitude saves, for resisting physical harm ranging from attacks to disease, poison, and environmental hazards. It also increases his Con checks for recovering from damage [*Source:* Super Science; *Cost:* 4 pp].

Regeneration +2: Norman has phenomenal regenerative abilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). He adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his fortitude

WEAKNESSES

Insanity: Norman Osborn's use of the Green Goblin formula unfortunately had a side effect it made him insane, all his hidden desires, fears and passions surfaced as a second personality that of the Green Goblin, Norman would experience black outs at first as the Goblin manifested and worked to make his desires real, committing murder and crime to further his ends. Eventually Norman discovered that he and the Goblin were one and the Goblin persona become the dominant and only personality in control.

PERSONALITY

Green Goblin was a careful planner. Although Norman Osborn was insane by most standards, his methods were exacting. If not for Spiderman's meddling, most of his plans would have succeeded. He is very unstable and unpredictable he may attack everyone nearby in frustration only to suddenly stop and start laughing hysterically. As a being driven purely by baser instincts and hidden passions the Green Goblin is an explosive dichotomy of contradictions

HISTORY

Norman Osborn was the ruthless co owner of a leading New York chemical manufacturing firm, which also had research divisions that dealt in other areas including robotics. Osborn was obsessed with gaining increasing amounts of wealth and power, even by unethical means. When he discovered that his partner, Prof. Mendel Stromm, had taken a sum of money from the company for his personal use. Osborn seized the opportunity: although he knew that Stromm intended to pay back the money, he had Stromm arrested and jailed for theft. With Stromm gone, Osborn began going through the notes of Stromm's private research, Osborn thus stumbled upon a formula that Stromm was developing with the intention of using it to increase a person's intelligence and physical strength. That night Osborn tried to re-create the chemical from Stromm's notes. He watched as the solution turned green, and then exploded. Osborn was hospitalised for weeks as surgeons laboured round the clock to save his life. They did so, and Osborn was finally released. Only he knew that the chemical had indeed increased his intelligence dramatically, but what Osborn did not realize was that it had also driven him insane.

MORE HISTORY

He decided to become a costumed criminal, and to use his increased intelligence to build upon his company's scientific devices and chemical discoveries and turn them into weapons. He designed a costume for which he coloured green, after the solution, and named himself the Green Goblin. The Goblin decided to begin his criminal career by killing Spider-Man, had only recently become a crime fighter. Having thus made a tremendous reputation for himself, the Goblin would then attempt to organize a worldwide crime syndicate with himself the head. The Goblin first hired the criminal Enforcers, and then, recalling Spider-Man's early ambitions in show business, contacted film producer B. J. Cosmos (born Kozmojian) of Cosmos Productions, a studio known for its low budget action films. The Goblin was then able to approach Spider-Man with an offer from Cosmos to star in his own film. Both Spider-Man and b. J. Cosmos believed the Goblin to be simply another new costumed adventurer, and Spider-Man agreed to the deal in order to make money for his aunt. However, once out on location in the New Mexico desert, the Goblin and the Enforcers attacked the unsuspecting Spider-Man. The attempt on Spider-Man's life failed and the film was cancelled. The Goblin next ambushed Spider-Man at a meeting of a Spider-Man fan club, but again failed to kill him. So the Goblin resumed his plans to become the head of his own syndicate. His first step was to intimidate the members of the Lucky Lobo gang into making him their leader. The Goblin again ran afoul of Spider-Man, and the police arrested the Lucky Lobo's gang. Next the Goblin entered a short-lived partnership with another masked criminal, the Crime-Master in order to organize all of the New York City area's independent crime gangs under their joint leadership, and thereby provide an effective counterforce to Maggia domination at the area's crime. The Crime-Master soon ended the partnership and made his bid to organize the gangs himself. The Goblin captured Spider-Man and brought his prisoner to the underworld meeting where the Crime-Master hoped to be named leader of the independent gangs. The mobsters then decided to make the Goblin their leader, but withdrew the offer after Spider-Man broke free and he and the police began fighting the assembled gangsters. The Goblin escaped, and the police in a gun battle killed the Crime-Master. The Goblin was now determined to destroy Spider-Man before making another try for underworld power. After exposing Spider-Man to a gas which temporarily weakened his spider-sense, the Goblin was able to follow him undetected and learn his secret identity of Peter Parker. Then the Goblin easily captured Parker and brought him prisoner to one of his hideouts, where he boastfully revealed to him his true identity of Norman Osborn, the father of Parker's friend Harry. In the ensuing battle, the Goblin knocked live electrical wires into vials of chemicals which he fell against. The resulting shock blanked out Osborn's memory of the years during which he had been the. Deciding that Osborn should not be punished for actions he committed while insane, and that Harry would be better off not knowing his father was the Goblin, Spider-Man decided not to expose Osborn's other identity. Twice during the following years the Goblin's personality and memory resurfaced in Osborn's mind, but each time Spider-Man managed to induce Osborn into repressing his Goblin self and returning to his normal state of mind, in which he had no memory of being the Goblin. However, when Osborn relapsed the third time, he kidnapped Parker's girlfriend Gwen Stacy and threw her off the George Washington Bridge. Even though Spider-Man caught her, the shock of the long, rapid fall had killed her.

VEHICLE

Vehicle Type: Goblin Glider (Air) **Size:** Large **Movement:** 8 (rocket) **Hardness:** 15
Armour Bonus: 0 **Cost:** 15 **Features:**

MORE POWERS

saves to avoid dying and to his stabilisation checks. Should Norman be disabled he gets a Constitution check on the following round to recover, with a bonus equal to his power rank. If this check fails he must wait a day to attempt to recover again, but receives his power rank as a bonus on all recovery checks [*Source:* Super Science; *Cost:* 2 pp].

DEVICES

Armor +10: The Green Goblin wears insulated chainmail which provides him power rank reduction to the Damage bonus of any attack before the damage save is made [*Source:* Super Science; *Cost:* 1 pp].

Weapon (Pumpkin Bombs) +10: The Green uses special pumpkin shaped bombs, which can explode for upto power rank Concussive explosion damage in a 5 .ft x power rank area of effect. These bombs can explode on contact or upto 2 rounds afterwards [*Power Stunt:* Energy Blast; *Extras:* Delay, Area; *Flaws:* Uses x4 (1/day each) *Source:* Super Science; *Cost:* 1 pp].

Fatigue (Goblin KO Grenades) +10: The Green uses special grenades with light rubber mantle that makes them resemble ghosts in flight, which upon impact (successful ranged attack roll) release a strong gas, which requires all within a 5 .ft x power rank area to make a Fortitude save (DC10+PL), if the save fail the target becomes fatigued, if the target is already fatigued they become exhausted, and exhausted becomes unconscious. The gas persists in the area requiring all within to make the Fort save each round, but begins to dissipate lose one rank of intensity each round until gone [*Extras:* Area, Duration; *Flaws:* Device, Uses x4 (1/grenade), Degrades; *Source:* Super Science; *Cost:* 1 pp].

Obscure (Goblin Smoke Grenades) +10: The Green uses special grenades with light rubber mantle that makes them resemble ghosts in flight, which upon impact releases smoke into a 5 .ft x power rank area, which obscures all vision providing total concealment for everyone in the area. The cloud begins to dissipate losing one rank per round until dissipated. Norman can act within his own smoke as if he could see, and those with Blindsight or Darkvision are also unaffected [*Flaws:* Device, Uses x4 (1/grenade), Degrades; *Source:* Super Science; *Cost:* 1 pp].

Obscure (Goblin Spider Grenades) +10: The Green uses special grenades with light rubber mantle that makes them resemble ghosts in flight, which upon impact releases smoke into a 5 .ft x power rank area, which doesn't allow Spider mans Spider sense function causing him to lose all bonuses from this power against him [*Flaw:* Blinds combat sense only, Device, Uses x4 (1/grenade); *Source:* Super science; *Cost:* 1 pp].

Weapon (Goblin Incendiary Grenades) +10: The Green uses special grenades with light rubber mantle that makes them resemble ghosts in flight, which upon impact (successful ranged attack roll) release a powerful incendiary explosive which requires all within a 5 .ft x power rank area to take power rank Fire damage [*Power Stunt:* Energy Blast; *Extras:* Area, Duration; *Flaws:* Uses x4 (1/grenade); *Source:* Super Science; *Cost:* 1 pp].

Weapon (Throwing Bats) +8: The Green uses bat winged blades to throw at his enemies that on a successful ranged attack roll do power rank damage [*Source:* Super Science; *Cost:* 1 pp].

Energy Blast (Electricity Gauntlets) +8: The Green uses gauntlets capable of unleashing a powerful electrical discharge at his opponents, such that on a successful ranged attack roll do power rank electrical damage. However the gauntlets can only be used 8 times per day before they need to recharge [*Flaws:* Device, Uses (8/Day); *Source:* Super Science; *Cost:* 1 pp].

HEADQUARTERS