

HULK

*"Hulk SMASH!...
Hulk BASH!!!"*



Power Level: 18 **Concept:** Gamma Irradiated Powerhouse **Occupation:** Nuclear Physicist

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	20	8	15	8	+12
+5	+2	+5	-1	+2	-1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+23	+15	+2	-1	30/45	+9
Save	Save	Save	Save	Walk/Leap	Atk Bonus

SKILLS

Bruce Banner—Computers (Int) +12, Profession—Scientist (Wis) +12, Repair (Int) +12, Science—biology (Int) +14, Science—chemistry (Int) +14, Science—Nuclear physics (Int) +16, Science—physics (Int) +15

Initiative

+2

DEX

Dma Bonus

+0/17 S

Bruce & Hulk

DEFENSE

16/18

Flat Footed

CHARACTERISTICS

Real Name: Robert Bruce Banner
Height: 5' 9" as Bruce Banner, 7' 0" as HULK
Weight: 128 lb. As Bruce Banner, 1,040 lb. As HULK
Eyes: Brown as Bruce, Green as HULK
Hair: Brown as Bruce, Green as HULK
Birthplace: Dayton, Ohio
Group Affiliation: Hulkbusters
Headquarters: Hulkbuster base, New Mexico
Relatives: Betty Ross Talbot (wife, deceased), Brian (father, apparently deceased), Rebecca Walters (mother, deceased), Morris Walters (uncle), Elaine Walters (aunt, deceased), Jennifer Walters (alias She-Hulk, cousin), Thaddeus E. "Thunderbolt" Ross (father-in-law, deceased), Mrs. Drake (aunt, possibly deceased)
Other Aliases: None
Marital Status: Married
First Appeared: HULK #1

FEATS

As Bruce Banner—Skill focus (biology, chemistry, nuclear physics, physics), Identity Change (As Bruce Banner he is Str 10, Dex 10, Con 15, Int 20, Wis 11, Cha 13, see weaknesses for more details of triggers for change).

As HULK—All out attack, Durability, Immunity (cold, fire, disease), Improved Pin, Infamy, Power attack, Rapid Takedown, Takedown Attack.

POWERS

Super Strength +12: The Hulk has 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, he currently has 8,192 times his normal carrying capacity (around 800 tons!). Hulk can also strike the ground, creating a powerful shockwave that radiates out from you in all directions a number of feet equal to five times your Str bonus. Make a Strength check. Anyone within the area of your shockwave must make a Dexterity or Strength check (whichever has the better modifier) against the result of your Strength check, just like a trip attack (see p. 135). A defender fails the check is prone, just as if you'd tripped him. Inanimate objects make

WEAKNESSES

Uncontrolled Alter Ego: His change from Banner to the Hulk is triggered by the release of adrenaline when he became intensely excited, angry or hurt and so forth, no matter what time of day or night it is. Usually the Hulk possesses very little of Banner's memory and intelligence and is easily enraged. Under such circumstances Bruce cannot resist the Hulk transformation from occurring.

Berserker: In combat situations the Hulk goes berserk unless Bruce can make a Will save (DC20) at start of each round, if it fails he loses any dodge bonus to Defence and must take full attack option as often as possible, only taking other actions to get in range of other potential enemies, if non remain he begins to gain a cumulative +1 bonus to saves in following rounds. A successful Diplomacy check (DC20) by an ally who tries to calm the Hulk provides him a +2 bonus on his next Will save, but failure makes the ally the Hulk's next target.

DEVICES

HISTORY

Robert Bruce Banner was the son of Dr. Brian Banner, an atomic scientist, and his wife Rebecca. Although Rebecca deeply loved Bruce, who returned her affection, Brian hated the child. Possibly an alcoholic, Brian Banner was driven by an insane jealousy of Bruce for being an object of Rebecca's love. Brian Banner finally murdered Rebecca and was placed in a mental hospital. Bruce, a highly withdrawn, intellectual youth, was raised by his aunt, Mrs. Drake, and internalized his great pain and rage over his childhood sufferings. Eventually, as an adult and a genius in nuclear physics, Banner went to work at a United States Defense Department nuclear research facility at Desert Base, New Mexico. There Banner met General Thaddeus E. "Thunderbolt" Ross, the Air Force officer in command of the base, and his daughter Betty. Banner and Betty Ross eventually fell in love with each other. Banner designed and oversaw construction of the "gamma bomb" or "G-bomb," a nuclear

MORE HISTORY

weapon that had a high gamma radiation output. Banner was present in the instrumentation bunker at the test site for the first underground test detonation of the gamma bomb. Observing that a civilian had breached security and entered the. Finally, scientist Leonard "Doc" Samson captured the Hulk and succeeded through unknown means in separating Banner's psyche and atomic structure from the larger atomic structure of the Hulk. Hence Banner and the Hulk were now two separate beings. The Hulk, escaped, and no longer having Banner's buried personality to restrain him in the least, became a greater menace than ever before. Banner became leader of a new government task force to capture the Hulk, called the new Hulkbusters. Banner also finally married Betty Ross, believing himself free of the curse of turning into the Hulk. Realizing there was only one way to reign in the Hulk, Banner agreed to merge with the monster. But the stress of the re-integration fractured Banner's subconscious, creating the street-smart gray Hulk. Through hypnosis, Samson created the green but intelligent "Professor" Hulk -- believed at the time to be the integration of Banner's separate personalities, but since revealed as a new persona the psychiatrist crafted to help keep the monster's destructive powers in check. Due to the deteriorating effects of ALS and the chaos ravaging his mindscape, Banner cut a deal with the three dominant Hulk personalities -- the green Hulk, the gray "Joe Fixit" Hulk and the "Professor" Hulk -- essentially to time-share their existence, in return for stabilizing his fractured psyche and providing him with release from his disease. Though never a team player, the Hulk joined forces with the Dr. Strange, Master of the Mystic Arts, and Namor, the Atlantean Sub-Mariner, to defeat the techno-wizard Yandroth and his ultimate computer, the Omegatron. Thereafter, this loose-knit band of Defenders would unite periodically to oppose threats to humanity. The original Defenders reluctantly re-formed when Yandroth surfaced again to menace the world. Though the heroes defeated his plan, Yandroth used his sorcery to levy a deathbed curse upon their heads, binding them to come together in times of crisis.

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE POWERS

Damage saves against the shockwave, just as if you'd struck them, except the damage bonus is -1 per five feet between you and the object. A shockwave can cause considerable cosmetic damage to an area, a shockwave is likely to shatter windows and damage nearby parked vehicles [*Power Stunt* Lifting; *Extras*: Shockwave; *Source*: Mutation; *Cost*: 5 pp].

Super Constitution +10: The Hulk has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source*: Mutation; *Cost*: 4 pp].

Boost (Strength) +8: The Hulk is able to improve his Strength and all checks made with it by up to his boost PL whenever he is hit. This boost wears off at a rate off one point per round until it is gone, starting the round immediately following the initial boost. [*Extras*: Triggered when hit; *Source*: Mutation; *Cost*: 3 pp].

Leaping +9: Due to his Strength the HULK can leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself. As a full action the hulk can jump around 4.4 miles in a single bound [*Power Stunt*: Super Leaping; *Source*: Mutation; *Cost*: 1].

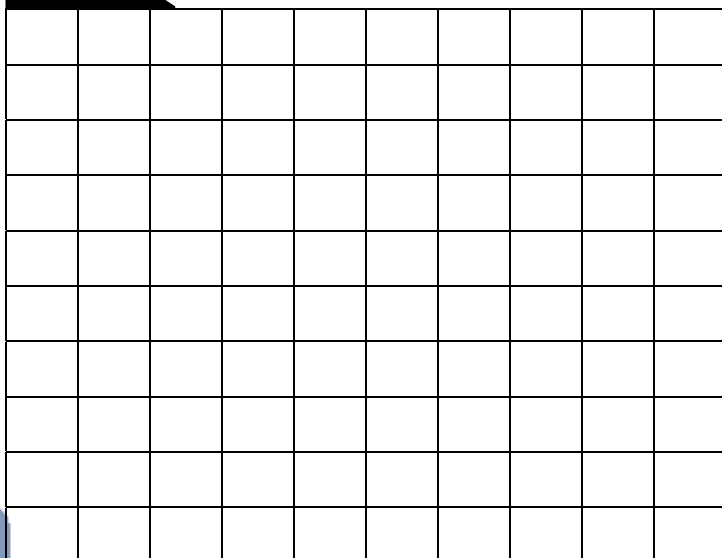
Amazing Save (Damage) +8: Hulk is incredibly resilient and adds his power level as a bonus to his Damage saves [*Source*: Mutation; *Cost*: 1].

PERSONALITY

The Hulk has gone through several different combinations of intelligence and temperament. Most versions of the Hulk have been savage, destructive brawlers with no tolerance for humanity and only vague memories of the Banner-self. One version possessed Banner's mind but the Hulk's temperament. Another version only possessed Banner's mind. The most dangerous version was the one that was physically separate from Banner's body.

Doctor Bruce Banner is a guilt ridden, almost neurotic individual. He worries a great deal about the damage he can do as the Hulk. On the other hand, he rarely worries about the destructive potential of the weapons he designs. He is devoted to Betsy but is often unable to return her affections because of his worries about the Hulk. Currently he spends most of his time wandering the desert looking for safe places to release the Hulk.

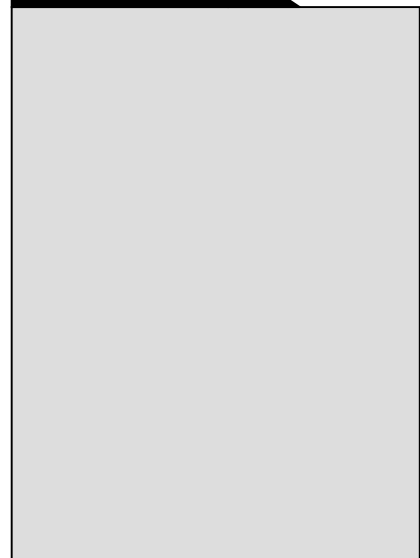
MAP



MAP FEATURES

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HEADQUARTERS



NOTES

HERO POINTS

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