

# MONOLITH

## The Man Mountain

"I think you should give up now."

**Real Name** Wayne Hill  
**Player** NPC  
**Origin** Altered  
**Archetype** Tank

**Team Affiliation** Westguard  
**Base of Operations** Los Angeles, CA, USA  
**Range of Operations** Local/National with team  
**Nationality** American

**Hair** Blonde  
**Eyes** Green  
**Height** 260 cm (8' 6")  
**Weight** 283 kg (625 lbs)



**Gender** Cis Male  
**Sexuality** Heterosexual

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	
<b>Brawn</b>	<b>7</b>	
<b>Endurance</b>	<b>6</b>	
<b>Presence</b>	<b>6</b>	
<b>Reason</b>	<b>2</b>	
<b>Power Level</b>	<b>6</b>	

Normal Lift: 5,500 t (Eiffel Tower)  
Max Lift: 17,000 t (nuclear submarine)  
Throws (25 kg): 350 km

Max Range: 100 m  
Max Area: 10 m radius

## MOTIVATIONS & COMPLICATIONS

**Compassion:** The character wants to protect others and alleviate their suffering, particularly the innocent and the helpless.

**Justice:** The character seeks to ensure that misdeeds are met with appropriate punishment.

**Enemy:** Monolith has made many enemies, but Cesspool is the most vile and persistent.

**Uncontrolled Power:** Monolith's size and weight make it impossible for him to have a normal life.

## EQUIPMENT

Commlink (PL 1)

## POWERS

- Alteration Resistance**  
Constant, Self-only
- Super-lifting**  
Constant, Self-only
- Bulletproof**  
Constant, Self-only
- Damage Resistance**  
Constant, Self-only
- Environmental Immunity**  
Constant, Self-only
- Strike**  
Standard action, Hand-to-hand, Normal
- Super-brawn**  
Constant, Self-only
- Super-jumping**  
Move action, Self-only

## SKILLS

Athletics  
Culture  
Diplomacy  
Hand-to-hand Combat  
Ranged Combat

## GIFTS

Connected  
Hard Target  
Team Player

## MOVEMENT

	Base Move	Double Move	All-out Move
<b>Run</b>	7 m	14 m	42 m (25 km/h)
<b>Swim</b>	3 m	6 m	18 m (11 km/h)
<b>Jump</b>	110 km		

Base Character Points 60      Unspent Experience 0  
Total Experience Points 0      Spent Experience 0  
Character Points Spent 60      Total Character Points 60  
Attributes 44 + Skills 5 + Gifts 3 + Powers 8 + Modifiers 0 = 60 / 30

## OPPOSED ROLLS

### Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level) etc.

### Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence) etc.

## UNOPPOSED ROLLS

### Action Total

Dice	plus	Skill (Attribute)
1d6 Unskilled		Culture (Reason)
2d6 Skilled		Finesse (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Performance (Presence) etc.

### Target Number

Dice	plus	Difficulty Value (DV)
1d6 Unskilled	3	Moderately difficult
2d6 Skilled	6	Remarkably difficult
2d6 Has Expertise (Re-roll 1s and 2s)	9	Extremely difficult
	12	Inconceivable!

## ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	Penalty die
Attacker is attempting to disarm the defender	Penalty die
Attacker is distracted	Penalty die
Attacker is restrained	Penalty die
Attacker is making a double move (running)	Penalty die
Attacker is surprised	Penalty die
Attacker is using a sweep attack	Penalty die
Attacker is using a two-handed weapon with one hand	Penalty die
Target is beyond effective range of the weapon	Penalty die
Attacker is charging the defender	Bonus die

## DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in hand-to-hand combat	Penalty die
Defender is restrained	Penalty die
Defender is surprised	Penalty die
Defender can't perceive attacker	Penalty die
Defender has cover	Bonus die
Defender is prone in ranged combat	Bonus die
Defender is making a double move (running)	Bonus die
Defender is making an all-out move (sprinting)	Bonus die

## ACTIONS

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable

## SPENDING A PLOT POINT

<b>Bonus Die</b>	Spending a plot point grants the character a bonus die on the current roll. The player may spend the plot point before or after the dice are rolled.
<b>Escape</b>	Spending a plot point allows the character to immediately break free of a grapple or a lasting power such as Dazzle, Mind Control, or Telekinesis.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## DIFFICULTY VALUE

— <b>Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions