Момогітн

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

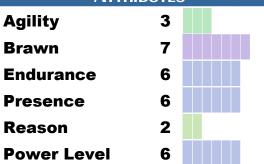
 Eyes
 Green

 Height
 260 cm (8' 6")

 Weight
 283 kg (625 lbs)

Gender Cis Male
Sexuality Heterosexual

ATTRIBUTES



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

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.

Powers

Alteration Resistance Super-lifting

Constant, Self-only

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

EQUIPMENT

Commlink (PL 1)

SKILLS

DIMELO

Culture

Athletics

Diplomacy

Hand-to-hand Combat

Ranged Combat

GIFTS

Connected Hard Target Team Player

Movement			
	Base Move	Double Move	All-out Move
Run	7 m	14 m	42 m (25 km/h)
Swim	3 m	6 m	18 m (11 km/h)
Jump	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 / 60

OPPOSED ROLLS

Attacker (Action Total)

Action Total

Defender (Target Number)

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

UNOPPOSED ROLLS

Action Fordi		raigot italiisoi					
Dice	plus	Skill (Attribute)	vs	Dice	plus	Dif	ficulty Value (DV)
1d6 Unskille	ed	Culture (Reason)		1d6 Uns	killed	3	Moderately difficult
2d6 Skilled		Finesse (Agility)		2d6 Skill	ed	6	Remarkably difficult
2d6 Has Ex		Performance (Presence)			Expertise	9	Extremely difficult
(Re-roll	1s and 2s)	etc		(Re-	roll 1s and 2s)	12	Inconceivablel

ATTACK BONUSES AND PENALTIES

DEFENSE BONUSES AND PENALTIES

Target Number

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

	Spending A Plot Point		As many quick actions as the GM deems reasonable	
Bonus Die	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.	Any Time	As many free actions as the GM deems reasonable	
Escape	Spending a plot point allows the character to immediately		DIFFICULTY VALUE	

Bonus die

Escape	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.

Attacker is charging the defender

Spending a plot point grants the character an intuitive leap: Inspiration the player receives a hint from the GM on what to do next.

Spending a plot point permits the character to use a power **Power Stunt** they do not have.

Spending a plot point allows a character to rally and Rally immediately recover half of the Endurance they have lost.

Spending a plot point allows the player to change the past in Retcon some way that supports the current needs of the plot.

Spending a plot point increases one of the character's Surge attributes by one for one round.

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

One move action

One standard action

On Your Turn