

BLOB

Identity: Fred J Dukes
Group Affiliation: The Brotherhood of Evil Mutants, former member of Factor Three
Base of Operations: Mobile
Side: Evil
Sex: Male
Height: 5' 10"
Hair: Brown
Eyes: Brown
Level: 11th
Experience: 65,000
Training: +1 Damage with HTH Combat



Powers:

1. Body Power (*Excessive Body Mass*): The Blob's extremely obese body has a soft, pliable texture that grants an automatic Stretching Powers defense. He also uses his full weight for determining his Carrying Capacity. Considering his size, the Blob is rather nimble on his feet (does not suffer an agility modifier for his weight). He gains the following additional abilities:

a. Heightened Defense: -4 to be hit.

b. Heightened Endurance A +15

c. Heightened Strength A +11

d. Invulnerability: 26 Points.

e. Mutant Power (*Bodily Expansion*): Should anyone physically hit the Blob, his soft pliable flesh may move to entrap the attacker. On the immediate Phase after the attacker's initial attack, the Blob may spend an action and PR 2 to entrap the attacker in his flesh. This is on condition that the attacker does not have any more Phases in the Turn before the Blob's next Phase. Should this be the case, then the attacker is too fast for the Blob to entrap. To escape the Blob's fleshy grasp, the attacker must expend an action and roll his Basic HTH Damage versus the Blob's HTH Damage. If the attacker rolls high, he escapes. If the Blob rolls highest, the attacker remains stuck. No actual damage is caused in this contest of strength.

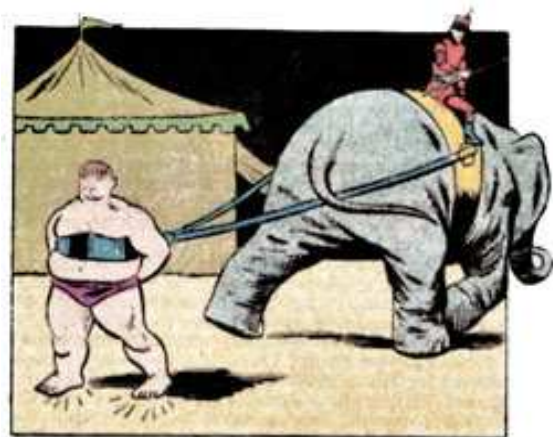
The Blob can also use his bodily expansion power to expand his mass and attempt to break out of tight-fitting restraints (hand-cuffs, iron chains, ice bonds, etc.). This costs 1 PR and an action. This power allows the Blob to double his HTH Damage when used against the inanimate restraints. This expansion is considered to be a bodily attack against the inanimate restraints' Structural Rating. This power will not work against an inanimate object with a Structural Rating of 11 or higher.

2. Mutant Power (*Immovability*): The Blob can create a personal mono-directional gravity field beneath himself to make himself virtually immovable as long as he is in contact with the ground. An extremely powerful enough force can uproot him, along with a chunk of whatever he is standing on. The Blob must spend an action and 4 PR to set his feet in place for the mono-gravity field to be generated. Once the field has been set up, it costs 2 PR to maintain. While the Blob is bonded to a surface – he does not move (immune to knockback).

3. Weakness (*Prejudice*): Fred J. Dukes is a mutant and as such he is feared and hated by the world around him. His actions as a member of Magneto's Brotherhood of Evil Mutants doesn't help either.

4. Weakness (*Vulnerability*): The Blob's eyes, nose, mouth and ears are not as protected as the rest of his body (attacks to these regions ignore his Invulnerability power). He also seems to suffer a vulnerability to magic (any damage caused by magic also ignores his Invulnerability power).

5. Weakness (*Vulnerability*): The Blob also seems to suffer a vulnerability to magic damage. Any damage caused by magic or magical weapons also ignores his Invulnerability power.



Weight: 510 lbs
Strength: 21
Agility: 11
Charisma: 21
Hit Mod. (1.8) (3.4) (1.0) (1.0) = 6.12
Damage Mod.: –
Accuracy: –
Carrying Capacity: 6151 lbs.
Movement Rates: 60" ground.
Det. Hidden: 8%
Inventing Points: 12.1

Basic Hits: 11
Endurance: 28
Intelligence: 11
Reactions from: Good: -4 Evil: +4
Hit Points: 68
Healing Rate: 8.8
Power: 71
Basic HTH Damage: 2d8
Det. Danger: 12%
Inventing (33%):

Knowledge Areas: Crime & Performing Arts (Carnival)

Origin and Background: (American) Fred J. Dukes is a member of Magneto's Brotherhood of Evil Mutants.

Training Bonuses: (2) +1 Accuracy with HTH Combat, (3) +1 Damage with HTH Combat, (4) +1 Endurance, (5) +1 Accuracy with HTH Combat, (6) +1 Damage with HTH Combat, (7) +1 Strength, (8) +1 Accuracy with HTH Combat, (9) +1 Damage with HTH Combat, (10) +1 Endurance, (11) +1 Accuracy with HTH Combat.

To Hit (Unarmed HTH): +4

Damage (Unarmed HTH): 2d8 + 3

