

WOLVERINE

Identity: Logan
Group Affiliation: X-Men
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Male
Height: 5' 3"
Hair: Black
Eyes: Black
Level: 16th
Experience: 135,000
Training: +1 Accuracy in Claws HTH Combat

Powers:

1. Bionics (Adamantium-laced Skeleton): Wolverine's skeleton has been fused with adamantium. For all intents and purposes, adamantium is virtually indestructable. As such, this grants Wolverine the following abilities:

a. Claws: In each of Wolverine's forearms, there is a set of three retractable adamantium claws. It costs only movement to pop his claws.

No. of Claws Used	To Hit	Damage	PR Cost
1	+2	HTH + 1d10	2
2	+4	HTH + 2d10	4
3	+6	HTH + 3d10	6
Double-Swipe	+12	HTH + 6d10	12

Attack (all 6 claws)

Note: Wolverine's claws are deadly weapons and the stats clearly reflect that.

b. Reinforced Skeleton: Wolverine's skeleton grants him 4 Points of Invulnerability against physical HTH attacks. Any physical HTH attacks (i.e. punch or kick) against Wolverine receive 1d4 damage in return. Wolverine does an additional 1d4 damage in any physical HTH attack (i.e. punch or kick). The additional HTH bonus does not apply when he is using his claws.

2. Heightened Agility A +10

3. Heightened Defense (Extensive Martial Arts Training): -4 to be hit

4. Heightened Endurance B +40

5. Heightened Expertise (Extensive Martial Arts Training): +4 to hit with all hand held, ancient weapons including various Japanese martial arts weapons.

6. Heightened Senses: Wolverine's senses are superhumanly acute and grant him a x4 bonus multiplier to all Detect Hidden and Danger rolls. He also gains the following abilities:

a. Enhanced Hearing: Wolverine can hear into the ultrasonic range.

b. Enhanced Smell: Wolverine's sense of smell is as sensitive as a dog's and he can recognize a person by their scent alone. He can instantly recognize individual scents equalling twice that of his Int score (28 people).

c. Track by Scent: Wolverine must make an Int roll per hour (on d20, -1 per hour of trail) or else lose the trail.

7. Mutant Power (Healing Factor): Wolverine automatically regenerates at the end of his turn as per the Regeneration power (he is unable to regenerate Psychic damage). He is also virtually immune to poisons and most drugs. For each turn that a toxin is in Wolverine's system, he must make an End saving throw on d20. He fails such a saving throw if he rolls a 20. This means the toxin has had an effect on Wolverine and he takes normal damage from the poison.

8. Natural Weaponry (Extensive Martial Arts Training): +4 to hit, +8 Damage in unarmed combat. Does not work in junction with claw attacks.

9. Weakness (Low Self-Control): In the heat of battle, Wolverine must make an Intelligence saving throw (on d20) or fly into a *Beserker Rage*. Over the years Wolverine has learn to control his beserker rages to some degree (+2 Self Control bonus to his initial Intelligence saving throw - this bonus doesn't help him once he has succumbed to a beserker rage).

When in a beserker rage, he does not hold back (fights to kill) or roll with punches. To recover from his



beserker rage, Wolverine must make another Intelligence save at the end of each turn. Alternatively, Wolverine will recover from his beserker rage when there is no one left to kill. He also gets a Intelligence save if he is confronted by someone he considers a friend (recommended only for the very brave or foolhardy).

10. Weakness (Low Self-Control): Wolverine has a hole in his memory. Parts of his past have been locked away from Wolverine's mind. The GM is encouraged to take advantage of the whole in Wolverine's memory.

11. Weakness (Prejudice): Life isn't easy for a mutant in the Marvel Universe, especially for Wolverine.

Weight: 195 lbs.

Strength: 16

Agility: 22

Charisma: 24

Hit Mod. (1.8) (7.0) (2.2) (1.1) = 23.716

Damage Mod.: +2

Accuracy: +4

Carrying Capacity: 880 lbs.

Movement Rates: 94" ground.

Det. Hidden: 40%

Inventing Points: 22.4

Basic Hits: 4

Endurance: 56

Intelligence: 14

Reactions from: Good: +4 (-4) Evil: -4

Hit Points: 95

Healing Rate: 6.8

Power: 108

Basic HTH Damage: 1d8

Agility Mod: Nil

Det. Danger: 56%

Inventing (42%):

Knowledge Areas: Espionage, Military & Philosophy (Bushido)

Origin and Background: (Canadian) Logan is a former member of the Canadian Armed Services (Special Branch) and currently a member of the X-Men.

Training Bonuses: (2) +1 Accuracy with Unarmed HTH Combat, (3) +1 Damage with Unarmed HTH Combat, (4) +1 Accuracy with Unarmed HTH Combat, (5) +1 Damage with Unarmed HTH Combat, (6) +1 Self Control (Beserker Rages), (7) +1 Knowledge Area (Philosophy/Bushido), (8) +1 Self Control (Beserker Rages), (9) +1 Accuracy with Claws HTH Combat, (10) +1 Damage with Claws HTH Combat, (11) +1 Accuracy with Unarmed HTH Combat, (12) +1 Damage with Unarmed HTH Combat, (13) +1 Accuracy with Claws HTH Combat, (14) +1 Damage with Claws HTH Combat, (15) +1 Accuracy with Unarmed HTH Combat, (16) +1 Damage with Unarmed HTH Combat.

To Hit (Unarmed HTH): +12

To Hit (Ancient Weapons/Armed HTH): +10

To Hit (Claws/Armed HTH): +6 + Claws

Damage (Unarmed HTH): 1d8 + 1d4 + 14

Damage (Ancient Weapons/Armed HTH): 1d8 + 2

Damage (Claws/Armed HTH): 1d8 + Claws + 6

