



DOCTOR PYM

Dr. Henry "Hank" Pym

FIGHTING

melee

EXCELLENT (20)

AGILITY

ranged · dodge

EXCELLENT (20)

STRENGTH

damage · grapple

TYPICAL (6)

ENDURANCE

stamina · resist

EXCELLENT (20)

REASON

knowledge · invent

REMARKABLE (30)

INTUITION

senses · initiative

GOOD (10)

PSYCHE

willpower · magic

GOOD (10)

HEALTH

F+A+S+E

66

KARMA

R+I+P

50

RESOURCES

afford by rank

EXCELLENT (20)

POPULARITY

fame

20

MOVEMENT

GROUND

1 AREA

TALENTS

BIOCHEMISTRY

BIOLOGY

CHEMISTRY

ELECTRONICS

ENGINEERING

GENETICS

MECHANICS

PHYSICS

REPAIR/TINKERING

ROBOTICS

POWERS

INTENSITY

the number = how hard for targets to resist (their FEAT difficulty)

PROJECTIVE SHRINKING

INCREDIBLE (40)

INTENSITY

He can generate a field of "Pym Particles" to alter the size and mass of any inorganic object he touches with Incredible Effect. Intelligent and/or organic targets touched by him can make a Green or better Material Strength FEAT Roll (for robots and animated constructs) or Green or better Psyche FEAT Roll (for humans and other living beings) against his Incredible Power to resist the size altering effects.

EQUIPMENT

SH

shooting — roll Agility on the Universal Table

MICRO-EQUIPMENT

REMARKABLE (30)

SH

He maintains a variety of miniaturized equipment in his jumpsuit. Items can be enlarged to normal or greater size in 1 Round. Unless stated otherwise, these items have Remarkable Material Strength. He carries at least the following: Bat: Good Blunt Damage; Chain Saw: Excellent Edged Damage; Energy Gun: Remarkable Stunning or Incredible Energy damage; Pistol (3 Area Range); Rifle (6 Area Range); Flight Pack: Back-mounted jets allow him to fly at Typical Airspeed with Excellent Control. In a vacuum, speed is Good; Helmet: He carries an old Ant-Man helmet. It is the same as the one now used by Scott Lang, except that this one has no Helmet Disrupter; Laser Drones: Excellent Stunning or Remarkable Energy Damage (5 Area Range). These can fly at Poor Airspeed on remote control; Restraining Spheres: These reinforced glass globes are used to trap and restrain foes (Green or better Agility FEAT Roll to avoid capture). Some globes may be fitted with devices for particular enemies like energy dampers (Incredible Energy Absorption) or power inhibitors (cancel up to Incredible rank inborn powers).

CONTACTS

AVENGERS