

DOCTOR OCTOPUS

Dr. Otto Octavius

FIGHTING <i>melee</i>	POOR (4)	HEALTH <i>F+A+S+E</i>	50
AGILITY <i>ranged · dodge</i>	TYPICAL (6)	KARMA <i>R+I+P</i>	46
STRENGTH <i>damage · grapple</i>	REMARKABLE (30)	RESOURCES <i>afford by rank</i>	REMARKABLE (30)
ENDURANCE <i>stamina · resist</i>	GOOD (10)	POPULARITY <i>fame</i>	0
REASON <i>knowledge · invent</i>	EXCELLENT (20)		
INTUITION <i>senses · initiative</i>	TYPICAL (6)		
PSYCHE <i>willpower · magic</i>	EXCELLENT (20)		

MOVEMENT

GROUND
1 AREA

TALENTS

SCIENTIST – SPECIALIZING IN MECHANICS AND ROBOTICS

POWERS	
MECHANICAL TENTACLES	AMAZING (50)
	Four metal tentacles are attached to Doc Ock's body at his waist, two on each side. They are made of an Amazingly strong material with Remarkably strong pinchers at the ends. Each tentacle's lifting and damage strength is Remarkable. When Doc Ock braces himself with two tentacles, the other two can lift together with Incredible Strength. Tentacles extend to any part of his current area.
MULTIPLE ATTACKS	Doc Ock can attack twice each round. If he attacks the same target with more than one tentacle, he makes only one FEAT roll but his damage goes up one rank per tentacle used. One tentacle: Remarkable damage. All four: Monstrous damage. After using all four for an attack, he must make an Endurance FEAT — failure means he can only dodge/defend next round.