

SCORPION

MacDonald "Mac" Gargan

FIGHTING	REMARKABLE (30)	HEALTH	150
melee		F+A+S+E	
AGILITY	INCREDIBLE (40)	KARMA	22
ranged · dodge		R+I+P	
STRENGTH	INCREDIBLE (40)	RESOURCES	TYPICAL (6)
damage · grapple		afford by rank	
ENDURANCE	INCREDIBLE (40)	POPULARITY	0
stamina · resist		fame	
REASON	TYPICAL (6)		
knowledge · invent			
INTUITION	TYPICAL (6)		
senses · initiative			
PSYCHE	GOOD (10)		
willpower · magic			

MOVEMENT

GROUND
1 AREA

POWERS

ABSORBEDthe number = how much damage this armor blocks per hitMOVEMENTsee Movement block above for areas/turn + mphENenergy attack — roll Agility on the Universal Table

WALL-CLIMBING	MOVEMENT	Scorpion can climb any wall that he can grip or make a grip in. He can't climb glass walls but can climb smooth concrete walls by making holes. Ceiling-climbing is rare and only used in emergencies.
COSTUME (BODY ARMOR)	EXCELLENT (20) ABSORBEDEN	His green costume contains a steel mesh and rubber underlayer that absorb the first 20 points of damage from any attack (Excellent protection). The rubber further insulates from electrical shocks — Remarkable protection from electrical damage.
TAIL (INCREDIBLE MATERIAL)	INCREDIBLE (40)	Attacks with his tail like he does with his arms and feet — but the tail does Amazing damage.
PLASMA PROJECTOR (IN TAIL)	REMARKABLE (30)	His tail also contains a plasma projector that does Remarkable damage. Most heroes don't know about this — he saves it for a surprise attack.