



WOLVERINE

Logan

FIGHTING <i>melee</i>	AMAZING (50)	HEALTH <i>F+A+S+E</i>	110
AGILITY <i>ranged · dodge</i>	REMARKABLE (30)	KARMA <i>R+I+P</i>	121
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	EXCELLENT (20)
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	0
REASON <i>knowledge · invent</i>	TYPICAL (6)		
INTUITION <i>senses · initiative</i>	MONSTROUS (75)		
PSYCHE <i>willpower · magic</i>	INCREDIBLE (40)		

MOVEMENT

GROUND 1 AREA

TALENTS

WEAPONS — WOLVERINE SHIFTS UP ONE WHEN HE FIGHTS WITH GUNS, BOWS, AND EDGED WEAPONS
LANGUAGES — FLUENT IN JAPANESE

POWERS

DAMAGE <i>the number = how much damage this hit deals</i>	SENSE <i>the number = how sharp this sense is (intensity it detects through)</i>	RESTORED <i>the number = Health restored</i>
EA <i>edged hit — roll Fighting on the Universal Table</i>		

FAST HEALING	UNEARTHLY (100) RESTORED	Wolverine has Unearthly Endurance for healing and FEAT rolls against poisons and drugs.
ADAMANTIUM SKELETON		Adamantium, the strongest known substance, was surgically integrated into his skeleton. As a result, his Strength in Slugfests is Excellent when he uses his bare hands. Treat Wolverine as an Unearthly material when he is bashed into walls or used as a weapon.
CLAWS	INCREDIBLE (40) DAMAGE EA	Wolverine has six adamantium claws. His Fighting ability is Monstrous when he uses his claws. They cause Excellent damage (20 points), and the results are determined on the Hack & Slash column of the Battle Summary Chart.
ENHANCED SENSES	SENSE	Wolverine can track by smell, much like a wolf. He remembers and can identify smells.