



WOLVERINE

"Go ahead bub make my day".

Power Level 18 **Concept:** Weapon X Test subject **Occupation:** Numerous currently Adventurer

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|------------------------------|---------------------------|-----------------------------|----------------------------|--|-------------------------------|--|--------------------------------------|--------------------------------|
| Str 20 +5 | Dex 16 +3 | Con 20 +5 | Int 12 +1 | Wis 20 +5 | Cha 20 +5 | MELEE +12 Attack Bonus | RANGED +10 Attack Bonus | INITIATIVE +3 DEX |
| DAMAGE +16 SAVE | FORT +7 SAVE | REFLEX +3 SAVE | WILL +17 SAVE | DEFENSE 20/17 Flat-Footed | SPEED 30 Walking | DMG BONUS +7/16L Fist/Claws | | |

SKILLS

Acrobatics (Dex) +8, Climb (Str) +9, Drive (Dex) +5, Escape Artist (Dex) +5, Handle Animal (Cha) +10, Hide (Dex) +7, Intimi-

FEATS

All out Attack, Attack Focus (melee), Blind Fight, Endurance, Great Fortitude, Point blank Shot, Power Attack, Rapid Strike, Toughness, Takedown Attack, Track, Immunity (Disease, Poison, Aging), Durability, Scent

CHARACTERISTICS

Real Name: James Howlett, now goes by Logan
Height: 5' 3"
Weight: 300 lb (100 is adamantium)
Eyes: Blue
Hair: Black
Birthplace: Presumed Canada
Group Affiliation: X-Men
Headquarters: Xavier Institute

POWERS/DEVICES

Super Strength +2: Wolverine has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 4 times his normal carrying capacity or about 1,600 lb. His Super strength also provides him a greater ability to deal with damage allowing him to reduce his power rank from damage before a damage save is made [*Extra:* Protection; *Source:* Mutation; *Cost:* 5 pp].

Super Wisdom +12: Wolverine has incredible awareness and self control adding his power rank to his Will saving throws and to Wisdom based skill checks [*Source:* Training; *Cost:* 3 pp].

Adamantium Skeleton +9: Wolverines skeleton is laced with Adamantium grafts making him incredibly difficult to hurt reducing damage from cuts and impact alike, making his bones almost impervious to harm. Thanks to his skeletal improvements Logan adds his Power level as a bonus to his damage save. In addition Logan can extend/retract some adamantium claws from between his knuckles, these claws are capable of doing PL lethal damage on a strike. [amazing Save (Damage), Weapon (Claws); *Extras:* Impervious; *Flaws:* Device; *Cost:* 3 pp].

Super Senses +9: Wolverine has amazingly acute senses providing him with his power rank as a bonus to any rolls, which involves them such as Search, Spot, Listen, and survival checks for Tracking etc.. [*Source:* Mutation; *Cost:* 2 pp].

Regeneration (powers) +10: Wolverine has phenomenal regenerative abilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). He adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his fortitude saves to avoid dying and to his stabilisation checks. Should Logan be disabled he gets a Constitution check on the following round to recover, with a bonus equal to his power rank. If this check fails he must wait a day to attempt to recover again, but receives his power rank as a bonus on all recovery checks. Logan's regeneration is so potent it can bring him back from the brink of death by making a Regeneration check (DC30). He receives only one attempt (although can spend hero points on the effort). If successful he becomes disabled (but stable), if it fails he dies [*Extra:* Back

WEAKNESSES

Berserker: In combat situations the Logan goes berserk unless he can make a Will save (DC20) at start of each round, if it fails he loses any dodge bonus to Defence and must take full attack option as often as possible, only taking other actions to get in range of other potential enemies, if non remain he begins to gain a cumulative +1 bonus to saves in following rounds. A successful Diplomacy check (DC20) by an ally who tries to calm Logan provides him a +2 bonus on his next Will save, but failure makes the ally the Wolverines next target.

Quirk—Code of Honour (Bushido): Logan follows a form of the Samurai Code of honour known as the Bushido, he must act in accordance with it all the time, though can if necessary expend a Hero point in order to ignore it.

HEADQUARTERS

PERSONALITY

At one time a brutal, ruthless fighter, Wolverine has mellowed somewhat over the years. He has made a definite effort to subdue the "beast" side of his mind, although he can call on it when necessary. Wolverine possesses a high degree of honour, derived from the samurai code of bushido. Despite his many years with the X-men, Wolverine is still essentially a loner and if a personal problem comes up, he will almost always deal with it himself rather than turn to his comrades for help.

HISTORY

In the late 1880's a child by the name of James Howlett was born. As a child James was a frail and sick boy. His allergies didn't allow him to go out and play much. His father had requested that a twelve year old girl be brought to their estate. That girl was named Rose and she was to be a friend and play mate to James. She read to him and looked after him. Along with the grounds keeper's son, Dog, James and Rose were the only children on the hill where the estate was. They had become close friends and played together as much as possible but Dog slowly grew away from them. Dog's father, the grounds keeper was named Thomas Logan, he was an alcoholic and abuse his son. Over the next few years Dog started to follow in his father footsteps, becoming cruel and heartless. James was given more responsibilities by his father and grandfather. After a big fight, Dog killed James's K-9 companion which resulted in the Logans getting kicked off the Howlett estate. In a fit of rage and anger Thomas Logan and his son entered the estate armed. They then took Rose hostage and demanded that she take them to the masters' bedroom. There the elder Logan tried to persuade James's mother, Elizabeth, to leave with them. Before they could leave John entered the room and discovered them together. In a rage of hate and dislike Thomas shot John as James walked into the room. Seeing his father shot and killed shocked him so much that it triggered his latent mutant abilities. His claws extended and continued through Thomas. After his mother shunned him for his unusual abilities he fled the house. Rose followed to see what she could do. She found James outside the house on the ground and cold. She brought him to the barn in order to try and warm him up. Not knowing what to do Rose brought James to his grandfather house. He ended up giving them cash and told them never to come back again. Rose took James and went to British Columbia looking for a place that they could live in peace. Rose remembered her father talking of quarries in the Northern frontiers and she figured that would be a good place for them to start looking. Making it to a quarry, they met a man named Smitty who was the foreman. That is when Rose gave James the name Logan to hide his true identity. By the second summer there Logan was providing for both Rose and himself. He had trained himself to be a fine hunter and he also worked hard at the quarry. Smitty even gave him a new job in demolitions. Shortly after that Smitty asked Rose to marry him. The proposal upset Logan but he finally realized that Smitty did indeed love Rose. Logan then helped Smitty get money for tickets away from the quarry. Before Smitty and Rose could leave Dog showed up. At the request of Logans grandfather he was to kill Logan and Rose for what he believed they did. In the fight that followed Rose tried to break it up but was struck by Logans claws and died. After that, not being able to live among people for what he did he left

SKILLS

date (Cha) +10, Jump (Str) +9, Knowledge—military (Int) +3, Language +2 (Japanese, Russian), Listen (Wis) +18, Move Silently (Dex) +7, Search (Int) +4, Spot (Wis) +18, Survival (Wis) +21

MORE FEATS**OTHER CHARACTERISTICS**

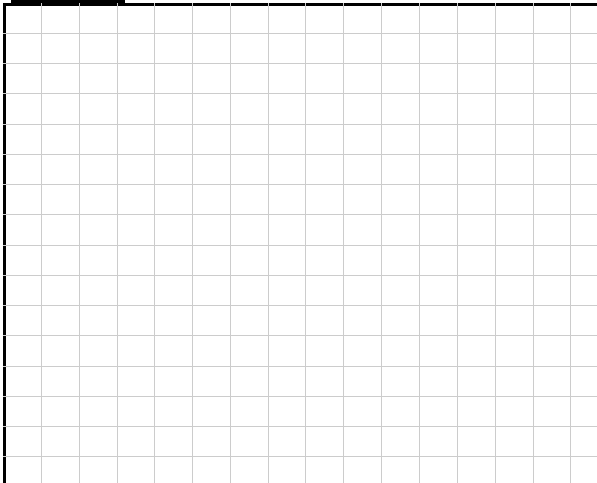
Other Aliases: Weapon X, Patch
Known Relatives: John Howlett (father, deceased), Elizabeth Howlett (mother, presumed deceased) "The Old Man" (unnamed grandfather, presumed deceased) Windsong (wife, deceased)
Past Group Affiliation: (former) Clan Yashida, the Weapon X Program, Alpha Flight
Legal Status: Citizen of Canada, now permanent resident in the U.S. no criminal record
Marital Status: Single
First Appeared: Incredible Hulk #181

HISTORY CONTINUED

the camp and went off into the wilderness to live alone. It wasn't until his first recorded encounter with the Hulk, as an agent of Canada's Department H, that anyone had heard of him or knew that he was interacting with people again. Logan possesses memories of being a Samurai in Japan, a mercenary operative for the Central Intelligence Agency, and a "wild man" in the Canadian wilderness. Due to the extensive memory implants given to Logan through the Weapon X program, any and all of these memories are suspect. Logan has at least one memory of meeting Captain America in World War II which was verified as true. It is possible that Logan's healing factor grants him an extended life span and has granted him the physical condition of a man in his prime, despite his age. Sometime after World War II, Logan was taken by a group of scientists led by Dr. Cornelius as part of the Weapon X program. Cornelius was hired to perfect and use a technique that would bond the indestructible element adamantium to human bone cells. Logan's skeleton was bonded to the adamantium, and he was indoctrinated into the Weapon X assassin program. After his encounter with the Hulk, Wolverine was conscripted by Department H to join and lead Alpha Flight, Canada's government-run super team. During his leadership of Alpha Flight, Wolverine was approached by Professor Charles Xavier, who was looking for mutants to help his students, the X-Men, escape from the island-being known as Krakoa, which had captured them. Wolverine left Alpha Flight to accompany Xavier and rescue the captured X-Men. After Krakoa was defeated, Wolverine decided to stay with the X-Men, for reasons which included that he had fallen for the X-Man known as Marvel Girl. Logan remained with the X-Men for quite some time, at one time being their field commander, and encountering adversaries such as Proteus, Magneto, the Brotherhood of Evil Mutants, the Brood, the Reavers, demons from the dimension of Limbo, the Marauders, the Morlocks, and even Dracula on one occasion. After his encounter with the mutant assassin Omega Red, Logan began to question the memories he possessed, but his searches to find his true identity and memories proved fruitless. During an encounter with the mutant Magneto on his space station called Avalon, Wolverine attempted to defeat Magneto using the claws presumably given to him by the Weapon X project. Magneto retaliated, using his powers of the magnetic field to tear the adamantium out of Wolverine's skeleton, causing extensive injuries. These injuries shorted out Wolverine's healing factor for a time, and Logan also discovered that the claws that he believed a result of the Weapon X project were in fact a natural mutation. The claws he now possesses are bone, and a natural part of his skeletal structure. As a result of his injuries, Logan left the X-Men for a time, returning after he was asked by Xavier, who also asked the mutant Cable, to rescue the X-Men in Tibet, where they were captured during the Phalanx invasion. Recently, Logan was kidnapped by Tyler Dayspring, calling himself Genesis, who wanted to make Wolverine one of his new Horsemen. Genesis had acquired adamantium by destroying the body of the mercenary known as Cyber, and had planned to recreate the bonding process used on Logan years ago. This time, however, Logan's body rejected the adamantium, and he regressed for a time to a feral-like state. Logan regained his lucidity, rejoined the X-Men, and is now supervising the team while Cyclops and Jean Grey are on leave. Still without his Adamantium, Logan was kidnapped by the would-be conqueror Apocalypse, perhaps the world's first mutant, and forced to fight the savage assassin Sabretooth for the mantle of the Horseman Death. Viewing himself as a more merciful candidate than his fellow mutant, Logan fought hard to win the battle. As a result, his skeleton again was laced with Adamantium. Under the control of Apocalypse, Wolverine fought the X-Men ferociously in his Death persona. But with the help of his teammates, he eventually broke free from Apocalypse's control.

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MAP LAYOUT**FEATURES**

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MORE POWERS

from the Brink; *Source:* Mutation; *Cost:* 3 pp].

Invisibility +5: Wolverine is invisible to machines (though still makes noise), any Machine within 5 feet of him can make a Spot roll DC 10 + PL to detect him. He receives a +2 bonus on melee attacks against unaware machines and such targets lose their dodge bonus to Defence (if any). Machines attempting to attack Logan must guess the 5 foot square(s) in which he is situated each time they make an attack. Assuming they guess correctly their attack still has 50% miss chance. [*Flaws:* Limited—Machines only; *Extras:* Duration—Continuous; *Source:* Alien; *Cost:* 2 pp].

