

Magog

Power Level 12, 180 PP; Abilities 86 + Powers 61 + Advantages 21 + Skills 4 (8 ranks) + Defenses 8

Abilities

Strength	12	Agility	4	Fighting	10	Awareness	5
Stamina	8	Dexterity	3	Intellect	1	Presence	8

Offense

Initiative: +4

Attack Name	Attack Bonus & Resistance DC	Notes
Big Stomp Shockwave:	DC 25	Bludgeoning / Metahuman, Crit 20
Mule Kick: Damage 12	+12, DC 27	Bludgeoning / Metahuman, Crit 20
Throw	+3, DC 27	Bludgeon, Crit 20
Unarmed	+12, DC 27	Bludgeon, Crit 20

Powers

ü Battle Moves (24)

Big Stomp Shockwave: Cylinder Area Damage 10 (1) Bludgeoning, Metahuman, DC 25; Cylinder Area: 30 feet cylinder; Custom: Limited: Target must be touching ground in area

Crushing Blow: Weaken 12 (1) Bludgeoning, Metahuman, Affects: Toughness (vs. Objects Only), Resisted by: Fortitude, DC 22; Affects Objects Only

Headbutt: Affliction 1 (1) Bludgeoning, Metahuman, 1st degree: Impaired, Dazed, 2nd degree: Stunned, Disabled, Resisted by: Fortitude, DC 11; Extra Condition; Limited Degree

Mule Kick: Damage 12 (20) Bludgeoning, Metahuman, DC 27; Penetrating 8

Power-lifting: Power-lifting 12 (1) +12 STR for lifting

ü **Demonic Size: Growth 4** (8) +4 STR, +4 STA, +2 Intimidate, -4 Stealth, -2 active defenses, +1 size category; Permanent

ü **Immortal By Science: Immunity 10** (10) Aging, Environmental Condition: Cold, Environmental Condition: Heat, Environmental Condition: High Pressure, Environmental Condition: Radiation, Fatigue Effects

ü **Self Healing: Regeneration 4** (4) Every 2.5 rounds

ü **Senses: Senses 2** (2) Metahuman, Acute: Smell/Scent, Tracking: Smell/Scent 1: -1 speed rank

Super Legs: Leaping 5 (5) Leap 250 feet at 60 miles/hour

ü **Tough Hide: Protection 4** (8) +4 Toughness; Impervious

Advantages

All-out Attack Trade active defense for attack bonus.

Chokehold Suffocate an opponent you have successfully grabbed.

Connected Call in assistance or favors with a Persuasion check.

Contacts Make an initial Investigation check in one minute.

Daze (Intimidation) Use Deception or Intimidation to daze an opponent.

Diehard Automatically stabilize when dying.

Fascinate (Intimidation) Use an interaction skill to entrance others.

Fast Grab Make a free grab check after an unarmed attack.

Fearless Immune to fear effects.

Improvised Weapon 4 Use Close Combat: Unarmed skill with improvised weapons, +1 damage bonus.

Languages 4 Speak and understand additional languages.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Takedown 2 Free extra attack when you incapacitate a minion.



Defenses

Dodge 4

Parry 8

Fortitude 12

Toughness 12

Impervious: +4

Will 7

Hero Points: 1

Skills

Athletics +12, Close Combat: Hand To Hand Combat +12, Deception +8, Insight +5, Intimidation +10, Perception +7, Persuasion +8, Ranged Combat: Throw +3, Stealth +4

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 22 ft.; standing: 11 ft.; vertical: 4.4 ft.; standing vert.: 2.2 ft.

Super Legs: Leaping 5 - Leap 250 feet at 60 miles/hour

Throwing Distance - Throw 400 tons 6 feet; throw 100 tons 30 feet; throw 25 tons 120 feet

Complications

Demon Form Magog can not turn back to his human form, and is limited in his possible interactions with the public.

Hatred

Identity

Background Information

Languages: Arabic, English, Hebrew, Persian, Russian, Spanish, Turkish

Damage Resistance Check

Result

Damage

- Failure (1 degree)** . . . -1 stacking Circumstance penalty to resist further damage
- Failure (2 degrees)** . . -1 penalty, and Dazed until end of your next turn
- Failure (3 degrees)** . . -1 penalty, and Staggered (or Incapacitated if already staggered)
- Failure (4 degrees)** . . Incapacitated until able to recover



Extra Effort

Action Gain an additional standard action during your turn, which can be exchanged for a move or free action, as usual.

Bonus Perform one check with a bonus (+2 circumstance bonus) or improve an existing bonus to a major bonus (+5 circumstance bonus). This bonus can also negate a penalty (-2 circumstance penalty), allowing you to perform the check with no modifier, or reduce a major penalty from -5 to a penalty of -2.

Power Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Permanent effects cannot be increased in this way.

Power Stunt Temporarily gain and use an Alternate Effect (see Alternate Effect in the Powers chapter). The Alternate Effect lasts until the end of the scene or until its duration expires, whichever comes first. Permanent effects cannot be used for power stunts.

Resistance Gain an immediate additional resistance check against an ongoing effect. If the extra effort incapacitates you, you forfeit all resistance checks against the effect until you recover. The fatigue conditions do not affect you until you are free of the effect.

Retry Certain effects (see the Powers chapter) require extra effort to retry after a particular degree of failure. The extra effort merely permits another attempt to use the effect; it grants no other benefits.

Speed Increase the hero's speed rank by +1 until the start of the hero's next turn.

Strength Increase the hero's Strength rank by +1 until the start of the hero's next turn.

Hero Point Uses

Edit Scene You can 'edit' a scene to grant your hero an advantage by adding or changing certain details. For example, a hero is fighting a villain with plant-based powers in a scientific lab. You deduce the villain may be weakened by defoliant, so you ask the GM if there are any chemicals in the lab you can throw together to create a defoliant. The Gamemaster requires a hero point to add that detail and says the right chemicals are close at hand. Now you just have to use them!

Heroic Feat You can spend a hero point to gain the benefits of one rank of an advantage you don't already have until the end of your next turn (see the Advantages chapter). You must be capable of using the advantage and cannot gain the benefits of fortune advantages, only other types. If the advantage has any prerequisites, you must have them to gain the benefits of the advantage as a heroic feat.

Improve Roll One hero point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20). You must spend the hero point to improve a roll before the GM announces the outcome of your initial roll. You cannot spend hero points on die rolls made by the GM or other players without the Luck Control effect (see the Powers chapter).

Inspiration You can spend a hero point to get sudden inspiration in the form of a hint, clue, or bit of help from the GM. It might be a way out of the villain's fiendish deathtrap, a vital clue for solving a mystery, or an idea about the villain's weakness. It's up to the GM to determine exactly how much help the players get from inspiration and how it manifests, but since hero points are a very limited resource, the help should be in some way significant.

Instant Counter You can spend a hero point to attempt to counter an effect used against you as a reaction. See Countering Effects in the Powers chapter for details.

Recover You can spend a hero point to recover faster. A hero point allows you to immediately remove a dazed, fatigued, or stunned condition, without taking an action. Among other things, this option allows you to use extra effort (previously) without suffering any fatigue. Spending a hero point to recover also lets you convert an exhausted condition into a fatigued condition.

Condition Summary

Asleep Defenseless, Stunned, Unaware. Can wake up.

Blind Hindered, visually Unaware, Vulnerable, full Visual Concealment.

Bound Defenseless, immobile, and impaired.

Bruises -1 each to resistance checks to avoid damage.

Compelled Take one standard action per turn, chosen by another character.

Controlled Actions dictated by another character.

Dazed Take a single standard action per round.

Deaf Everything has full auditory concealment.

Debilitated One or more abilities lowered below -5.

Defenseless No active defense bonuses.

Disabled -5 circumstance penalty on checks.

Dying Defenseless, stunned, unaware, and near death.

Entranced Stunned, but any obvious threat cancels this condition.

Exhausted Impaired, hindered. Recover after one hour.

Fatigued Hindered, recover after 1 hour.

Hindered Move at half normal speed (-1 speed rank).

Immobile Cannot move, but may still take actions.

Impaired -2 circumstance penalty to checks.

Incapacitated Defenseless, stunned, and unaware. Generally prone.

Paralyzed Defenseless, immobile, and physically stunned.

Prone Hindered. -5 to close attacks, opponents have +5 to close / -5 to ranged checks.

Restrained Hindered (or immobile) and vulnerable.

Staggered A staggered character is dazed and hindered.

Stunned Stunned characters cannot take any actions, including free actions.

Surprised Stunned and vulnerable.

Transformed Transformed into another form.

Unaware Can't make interaction or Perception checks or actions based on them.

Vulnerable Half active defenses.

Weakened Temporarily lost power points in a trait.



Measurements Table

Rank	Mass	Time	Distance	Volume
-5	1.5 lbs.	0.125 seconds	6 inches	0.03 cft.
-4	3 lbs.	0.25 seconds	1 foot	0.06 cft.
-3	6 lbs.	0.5 seconds	3 feet	0.125 cft.
-2	12 lbs.	1 second	6 feet	0.25 cft.
-1	25 lbs.	3 seconds	15 feet	0.5 cft.
0	50 lbs.	6 seconds	30 feet	1 cft.
1	100 lbs.	12 seconds	60 feet	2 cft.
2	200 lbs.	30 seconds	120 feet	4 cft.
3	400 lbs.	1 minute	250 feet	8 cft.
4	800 lbs.	2 minutes	500 feet	15 cft.
5	1600 lbs.	4 minutes	900 feet	30 cft.
6	3200 lbs.	8 minutes	1800 feet	60 cft.
7	3 tons	15 minutes	0.5 miles	125 cft.
8	6 tons	30 minutes	1 mile	250 cft.
9	12 tons	1 hour	2 miles	500 cft.
10	25 tons	2 hours	4 miles	1000 cft.
11	50 tons	4 hours	8 miles	2000 cft.
12	100 tons	8 hours	16 miles	4000 cft.
13	200 tons	16 hours	30 miles	8000 cft.
14	400 tons	1 day	60 miles	15000 cft.
15	800 tons	2 days	120 miles	32000 cft.
16	1600 tons	4 days	250 miles	65000 cft.
17	3.2 ktons	1 week	500 miles	125000 cft.
18	6 ktons	2 weeks	1000 miles	250000 cft.
19	12 ktons	1 month	2000 miles	500000 cft.
20	25 ktons	2 months	4000 miles	1 million cft.
21	50 ktons	4 months	8000 miles	2 million cft.
22	100 ktons	8 months	16000 miles	4 million cft.
23	200 ktons	1.5 years	32000 miles	8 million cft.
24	400 ktons	3 years	64000 miles	15 million cft.
25	800 ktons	6 years	125000 miles	32 million cft.
26	1600 ktons	12 years	250000 miles	65 million cft.
27	3200 ktons	25 years	500000 miles	125 million cft.
28	6400 ktons	50 years	1 million miles	250 million cft.
29	12500 ktons	100 years	2 million miles	500 million cft.
30	25000 ktons	200 years	4 million miles	1 billion cft.