

Captain Hunk

Captain Hunk is a “superhero”—sort of. Take an archetypal pro-wrestler with all the pomp, bluster and megalomania, have some aliens drop down to play a prank by giving him a costume/super-suit that boosts his strength to (barely) superhuman levels, makes him bullet resistant and able to generate force beams capable of severely bruising a normal human and you have Captain Hunk.

Captain Hunk is really a mutant, and the aliens only activated his powers and the prank was telling him it was all in the costume. This is an important psychological crutch for him and he is literally powerless without the costume. The costume can self-repair from almost any damage in about six hours (this is its only power). The costume is brightly colored and has a huge cape that billows dramatically, but gets in his way about half the time. He is so clueless, he does not really even register on his conscious mind that the cape gets in his way, and he just automatically adjusts his monologue to flow around whatever disruption it is causing him. He continues any monologue he is in the middle of, even as events around him change or people hit him, trying to shut him up. His speaking voice is always an overdone stud-man projecting to an adoring crowd (even if there is no crowd). Captain Hunk is really clueless, even though he has the genuine heart of a hero.

Living Legends

PHYS 11 (16 with Costume), REFL 11, DEFT 11, INTL 7, COOL 7, VITL 11 (16 with Costume)

Personal Force Field: Armor 3 vs All Physical, 6 vs Blunt Kinetic and Sharp Kinetic [20 CP]

Force Beam: Power Blast 1d6 Blunt Kinetic [dull force] [11 CP]

Costume: Provides the wearer with Armor 2 vs All Physical (overlaps with his natural armor, so no benefit, just wasted points) (Equipment (suit) [-3], Unique [-2], 7 CP) It has Armor 4 vs All Physical (only applies to costume [-5]), Armor 6 Brittle vs All Physical (Brittle [-4], Misc: only applies to costume [-5]) (18 CP), and 16 hit points (5 CP). It regenerates 1 hit points per hour as long as most of the pieces remain intact, allowing the nano-bots that comprise it to cannibalize adjacent materials for raw parts to repair it (Regeneration 1, Slow Activation [incremental activation, 60 minutes] [-1], Misc: only works on the equipment [-5]) (4 CP). [34 CP] (OMG! 34 CP for a prop! This is the essence of Captain Hunk! LOL)

Weakness: Megalomania (+10 CP)

Weakness: Quirk—will only shut up after he is beaten unconscious. (+5 CP)

Weakness: Human Characteristics (+10 CP)

Weakness: Psychosocial Problem: Believes so strongly that his costume is the source of his powers, that he is unable to use them without it (this affects his Heightened PHYS, Heightened VITL, Personal Force Field and Force Beam). (+10 CP)

Weakness: Unimpressive: no one takes him seriously, 1 level (+5 CP)

Just for Fun—

Captain Hunk dates back to about 1986 in a Marvel Superheroes game between Patric Rogers and Ken Solo. Ken was playing his character, Hunter, and Patric was GM with some bizarre inspiration and Captain Hunk was born. Captain Hunk's greatest “power” seems to be irritating everyone into beating him into silence in record time. He is not so much insulting as he is just irritating. He is so full of himself, so over-the-top overconfident and boastful (empty boast, too, considering by super standards he is a total cheese puff).

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