

PP

DATAFILES FOR THE BEST ROLE-PLAYING GAME IN THE UNIVERSE, FOR  
THE BEST SUPERHERO COMIC BOOK IN THE UNIVERSE!  
Invincible #02

EXP

# REX SPLODE

Rex Sloan [secret id]

## AFFILIATIONS

Solo



Buddy



Team



## DISTINCTIONS

*Special Ops GDA training*  
*Brash and daring troublemaker*  
*Troubled past*



or



+ 1 PP

(benefit for a d8 or hinder for d4 + 1 PP)

## TRAINED AND ALTERED BODY POWER SET

*Enhanced Reflexes*



*Enhanced Agility*



*Enhanced Durability*



**SFX: Focus.** If your Pool includes at least one **TRAINED AND ALTERED BODY** power, you may combine two dice of the same type into one die of the next higher type.

**SFX: Acrobatic Dodge.** If you include **ENHANCED AGILITY** in a Reaction roll, spend 1 PP to re roll the whole Pool.

**Limit: Bruised.** Shutdown one **TRAINED AND ALTERED BODY** power and gain 1 PP. Recover by activating an opportunity or at a Transition Scene.

## IMPLANTED ATOM SUPERCHARGER

*Exploding Charge*



**SFX: Quickfire Pellets.** Add a d6 and keep an extra Effect dice for every target after the first.

**SFX: Bigger is Better.** When using an Asset along with **EXPLODING CHARGE**, step up or double the Asset die. Remove the Asset after the roll.

**Limit: Nothing else in my reach.** Shutdown **EXPLODING CHARGE** and gain 1 PP. Recover by successfully rolling against the Doom Pool or in a Transition Scene.

**Limit: Careless.** Convert **EXPLODING CHARGE** to a Complication and gain 1 PP. Recover by activating an Opportunity or in a Transition Scene.

## SPECIALTIES

Acrobatics Expert, Combat Expert, Covert Expert, Crime Expert

*Expert Specialties d8 may be broken down for 2d6*

## MILESTONES

### Born to be the best

*You are the very best thing that could've happened to this world. Or at least, you think you are.*

**1xp** when you talk trash to a villain with at least a d10 trait, or an ally.

**3xp** when you refuse help from your allies when facing a strong enemy, and such refusal ends with you taking Stress or an ally taking Stress.

**10xp** when you acknowledge publicly the help from your team, or publicly claim full credit for defeating a foe while fighting in a Team.

### I just don't want to be alone

*I like Sam. I really do. I like Kate as well. I just don't want to be alone.*

**1xp** when you flirt with some girl in front of Atom Eve, or reassure her that you love her.

**3xp** when you force a romantic discussion with your girlfriend.

**10xp** when you break up with your girlfriend, or commit to her and forget your "gallantry".

Fan-made Datafile for Marvel Heroic Roleplaying.

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## BIOGRAPHY

Born into a very poor family, Rex's parents transferred their son's custody to the Government (actually, a secret branch within the Global Defense Agency) for enough money to start a new life.

Rex was the subject of bio-engineering experiments that altered his muscle tissue, making it denser and stronger. He was also trained into espionage, gymnastics and all manner of martial arts. In the final step to convert him into a living weapon, cybernetic devices were surgically implanted in his arms, allowing him to charge objects by touch. The slightest vibration would then release energy from said object in an explosive

way, proportionate to the size of the object.

Finally Rex was sent into covert operations all over the world, where killing and maiming were not only encouraged but many times the sole mission purpose. After meeting Atom Eve, he started questioning the morality of these assignments and finally escaped (leaving smoking ruins behind).

He tracked down his family to discover they had moved on and had new kids. He never saw them again.

Afterwards, he also started a romantic relationship with Atom Eve.

Sworn to use his abilities in the best possible way, Rex works hard as a superhero. Although many times seen as brash, immature and egotistical, he is very

serious about defending innocents and battling the bad guys.



## DISTINCTIONS

*Special Ops GDA Training:* Rex was specifically chosen to be trained by the best in martial arts and all manners of combat. His training, however, included nothing about honor, respect or mercy. He plays dirty if he needs to.

*Brash and daring troublemaker:* Perhaps due to his difficult childhood or his growing up in an sterile environment, Rex often lacks empathy and comes out as a big-time jerk. His is also the first to dive into trouble, explosions blazing, without much regard for personal safety.

*Troubled past:* His parents sold him, literally, and never came back for him. He was always alone. He accidentally killed his mentor and father figure when running away from the GDA, and he killed many, many more under orders. Rex has sworn to change, but it is a safe bet to say he is carrying baggage.

## POWERS AND ABILITIES

Rex body is an extremely capable fighting machine. His reflexes are off the charts; reaction times barely human at all. His hand-eye coordination is remarkable and his strength is a step above that of a highly fit teenager.

Cybertronic implants in his forearms with terminals on his fingertips charge up objects on touch, which explode on the slightest vibration with enormous force.

He carries a belt with pouches where he keeps pellets, golf balls and batons ready at hand to use as projectiles.