

HEROIC™ ROLEPLAYING

WHAT IF? BRUCE BANNER WAS A PRISONER AT THE RAFT?

What If? Action Scene

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The **BREAKOUT** Mini-Event in the **MARVEL HEROIC ROLEPLAYING BASIC GAME** has the New Avengers assembling to stop a prison break at the Raft, followed by an excursion to the Savage Land. In the Raft's lowest levels, locked away and forgotten, is a mysterious man named Bob Reynolds AKA The Sentry. A prisoner of his own volition, the Sentry had history with many of the Marvel Universe's greatest heroes, but used his tremendous power to cause the world to forget about him to save them from his dark side. But what if the Raft held another powerful inmate, one who also has a destructive alter ego? In the mainstream Earth-616, Banner had been launched far across the galaxy by the Illuminati after one Hulk rampage too many. This bonus content asks the question: **What if the Hulk was a prisoner of the Raft instead of the Sentry?**

This bonus content for the Basic Game mini-event *Breakout* includes the following:

- ▶ A new Action Scene, with unlockables for Bruce Banner and the Hulk
- ▶ A new hero datafile for the Hulk
- ▶ Villain datafiles for the U-Foes



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ACTION: IT AIN'T EASY BEING GREEN

This Scene replaces the "Transition: Talking To Bob" Scene from Breakout (BR16), with the Hulk taking the place of the Sentry.

Bruce Banner AKA the Hulk is alone in his cell at the bottom of the raft. Wearing purple pants, a rumpled shirt, and glasses, Bruce is unkempt but healthy. Having handed himself over to authorities to prevent further Hulk rampages, Banner is reluctant to leave his cell, **especially with the anti-Hulk countermeasures disabled because of Electro**. Any hero can try to rouse him from his cell to face the threat on the Raft, but doing so requires a roll against the doom pool, adding in a **D12** for Bruce's almost godlike resolve that he's better off where he can't hurt anyone.

After the heroes initial exchange with Banner, spend **D8** doom in order to have the U-Foes—their restraints recently deactivated—join the Scene. Although the **U-Foes** want to **SETTLE OLD SCORES** with the Hulk, they move to neutralize the current biggest threats first. At this point, if any character succeeds in giving emotional stress to Banner he hulks out and starts a fight with the U-Foes. If any hero takes physical stress from the U-Foes, Banner transforms into the Hulk to face the U-Foes, but begins with emotional stress equal to the physical effect die that the hero suffered.

The action begins in a **CONFINED SPACE** in the depths of the Raft. If Banner resists becoming the Hulk, the U-Foes pursue him after neutralizing any other "big guns" first. If Banner becomes the Hulk, they turn their focus on him, because **NO ONE LIKES HULK WHEN HE'S ANGRY**. However, they aren't foolish enough to totally ignore other heroes.

Several of the U-Foes are resistant to physical attack, so if the heroes have problems harming them be sure to play up the Scene Distinctions as suggestions on how to mentally or emotionally impact the more resilient members of the team. **Vector** uses his effect die to create a tactical asset (spending from the doom pool for a second effect die if needed) that should coincide with an insightful strategic choice by the villains. Given the chance, Vector tries to direct **Ironclad** to deal with heroes other than Hulk, as Hulk's *Strongest There Is* SFX gives him the ability to dispatch Ironclad handily.

The scene ends when the U-Foes are taken care of, although matters might get more complicated if the Incredible Hulk becomes a Ramping Hulk.

Complications
p. OM29

Scene
Distinctions
p. OM69



OPTIONS WITH IT AIN'T EASY BEING GREEN

- ▶ If a player wants to play as the Hulk instead of their hero in the battle, have the U-Foes' arrival knock that hero out, and let that player take over Bruce Banner. After the scene, the Hulk can be unlocked as an ally for one scene and smashes a major threat, sending them off-camera for 5 XP, or he can be persuaded to join the heroes as a playable hero in Act 2 for 10 XP.
- ▶ The U-Foes might not be going after the Hulk willingly. If any character tries psychic attacks on the U-Foes, you can reveal that some other villains are subtly influencing the U-Foes to keep them on the Raft, revealing them to be **UNDER MIND CONTROL**. The most likely culprits are a group of mind-controlling villains, including **Mandrill**, **Mister Fear**, and the **Controller**, led by **Crossfire**.
- ▶ If the effect die of the attack that forces Banner to transform is too harsh, consider giving the player the option of ignoring the emotional damage at the cost of a Plot Point.

THE U-FOES

Seeking the fame and power possessed by Reed Richards and the Fantastic Four, billionaire industrialist Simon Utrecht hired three scientists and engineers—siblings Ann and Jimmy Darnell and pilot Mike Steele—to accompany him on a space flight into a cosmic ray belt. Without the shielding of the FF’s rocket, Utrecht’s team was exposed to greater amounts of radiation. Gaining their own fantastic powers, the so-called U-Foes clashed with the Hulk and other heroes, spending some time separated in other dimensions until making their way back to Earth.

VECTOR

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

ARROGANT BILLIONAIRE
BRILLIANT
NATURAL LEADER

Power Sets

REPULSION FIELD

FORCE BLAST 10 **GODLIKE DURABILITY** 12
KINETIC MASTERY 10 **SUPERSONIC FLIGHT** 10

SFX: *Invulnerable.* Spend D6 from the doom pool to ignore physical stress or trauma unless caused by electromagnetism.

SFX: *Repulsion.* On a successful reaction against a physical attack action, inflict physical stress or target an asset with your effect die. Spend a doom die to step it up.

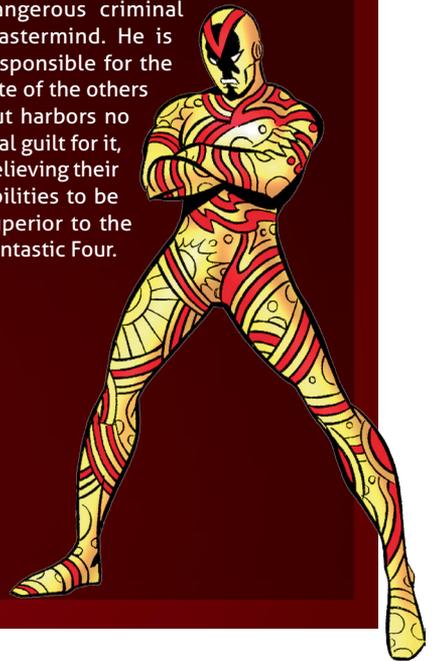
Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown REPULSION FIELD. Recover that stress or wake up to recover REPULSION FIELD. If mental trauma received, shutdown REPULSION FIELD until trauma recovered.

Specs

BUSINESS MASTER 12 **COSMIC EXPERT** 8
CRIME EXPERT 8

SIMON UTRECHT (SECRET)

With the power to attract or repel anything, even energy fields and dimensional barriers, Utrecht is a dangerous criminal mastermind. He is responsible for the fate of the others but harbors no real guilt for it, believing their abilities to be superior to the Fantastic Four.



IRONCLAD

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

BRAWLER
ROCKET ENGINEER
STUBBORN

Power Sets

ORGANIC STEEL FORM

SUPERHUMAN DURABILITY 10 **SUPERHUMAN STAMINA** 10
GODLIKE STRENGTH 12

SFX: *Increase Density.* Spend D6 from the doom pool to double an ORGANIC STEEL FORM power in an action or reaction. If used to create an asset or complication, step up your effect die then step back that power. Spend a doom die to recover that power.

SFX: *Invulnerable.* Spend a doom die to ignore physical stress or trauma unless caused by electromagnetism.

Limit: *Heavy Metal.* On a magnetic attack or non-solid surface, change any ORGANIC STEEL FORM power into a complication to step up the lowest die in the doom pool or add a D6 doom die.

Specs

COMBAT EXPERT 8 **TECH EXPERT** 8
VEHICLES EXPERT 8

Michael Steele

Rocket pilot Mike Steele is in his element when a fight starts. He's not your average muscle-bound strongman, but he enjoys showing off his strength and power against heroes.



VAPOR

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

BIG SISTER
CHEMIST
QUICK-THINKING

Power Sets

GASEOUS FORM

FLIGHT 6 **INTANGIBILITY** 10
TOXIC CLOUD 10

SFX: *ADAPTIVE GAS.* On a successful reaction against a physical attack action, convert your opponent's effect die into a GASEOUS FORM stunt or double a GASEOUS FORM power until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

SFX: *Flood the Room.* Using TOXIC CLOUD against multiple targets, for each additional target add a D6 and keep an additional effect die.

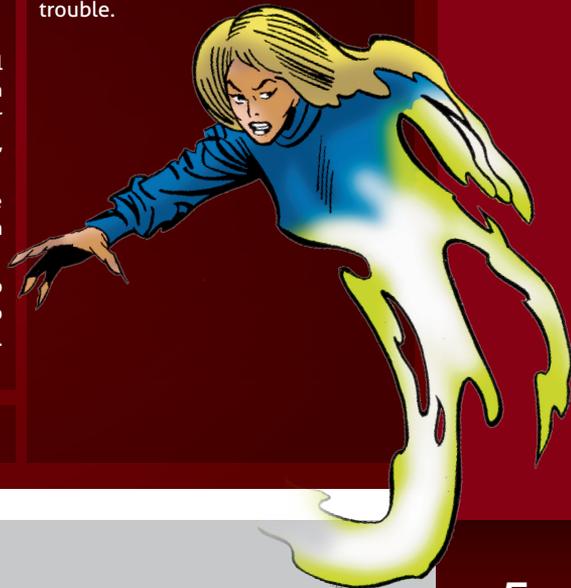
Limit: *Dispersal.* Either change any GASEOUS FORM power into a complication or shutdown GASEOUS FORM to step up the lowest die in the doom pool or add a D6 doom pool. Activate an opportunity to recover.

Specs

SCIENCE EXPERT 8 **TECH EXPERT** 8

ID: Ann Darnell

Life support technician Ann Darnell wishes she were able to maintain a solid form for longer than a few moments, but enjoys the her power to change her body into any kind of gas. She has a habit of announcing what the gas is, however, which gets her into trouble.



X-RAY

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

LITTLE BROTHER
OBNOXIOUS ENGINEER
RASH

Power Sets

RADIATION FORM

INTANGIBILITY 12 **GODLIKE FLIGHT** 12
RADIATION BLAST 10

SFX: *Invulnerable.* Spend a doom die to ignore physical stress or trauma unless caused by energy-dampening attacks.

SFX: *Variable Wavelengths.* When inflicting a radiation-based complication on a target, add a D6 and step up the effect die.

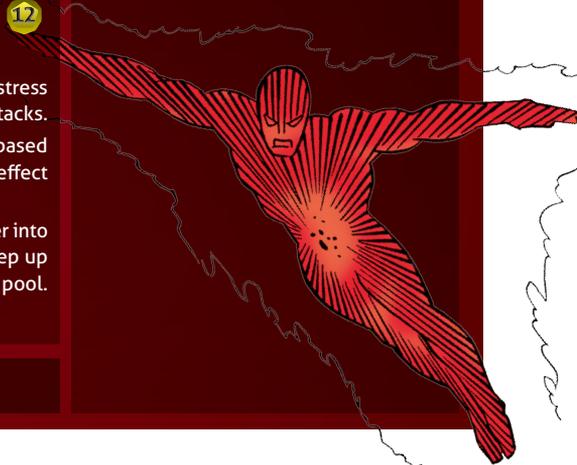
Limit: *Dampened.* Either change any RADIATION FORM power into a complication or shutdown RADIATION FORM to step up the lowest die in the doom pool or add a D6 doom pool. Activate an opportunity to recover.

Specs

TECH EXPERT 8

James "Jimmy" Darnell

Propulsion engineer Jimmy Darnell is cocky and annoying, reveling in his powers and picking fights whenever he can. It's all Vector can do sometimes to keep Jimmy in line, though Vapor usually has better luck.





HULK

Affiliations SOLO  BUDDY  TEAM 

Distinctions MAN OR MONSTER?  or 
ENGINE OF DESTRUCTION +1 PP
GREEN GOLIATH

Power Sets **GAMMA-CHARGED GENETICS**

ENHANCED REFLEXES  GODLIKE DURABILITY 
GODLIKE STAMINA  GODLIKE STRENGTH 
LEAPING  MYSTIC SENSE 

- SFX:** *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.
- SFX:** *Rage-Fueled Might.* Add a die equal to your emotional stress to the doom pool to include your emotional stress in your next action. If your opponent includes your emotional stress in a reaction dice pool, step it up.
- SFX:** *Healing Factor.* Spend 1 PP to recover your physical stress and step back physical trauma.
- SFX:** *Hulk Smash!* Against a single opponent, double a GAMMA-CHARGED GENETICS die. Remove the highest-rolling die and add another die to your total.
- SFX:** *Strongest There Is!* In a reaction against an opponent with a STRENGTH power trait, spend 1 PP or step up your emotional stress to add a die equal to the opponent's STRENGTH to your dice pool.
- Limit:** *Limitless Anger.* When the doom pool includes at least 2D12 or you take emotional trauma, move all stress and trauma to the doom pool and activate RAMPAGING HULK.
- Limit:** *Puny Banner.* When you recover all of your emotional stress and trauma, shutdown GAMMA-CHARGED GENETICS and revert to Banner to gain 1 PP. Take emotional stress to recover GAMMA-CHARGED GENETICS.

RAMPAGING HULK

When Hulk loses control, his strength and power escalate beyond the limits of any other hero, but he becomes an almost mindless catastrophic force. While manifested, the Rampaging Hulk uses the current doom pool in place of an Affiliation die for all dice pools, similar to a Large Scale Threat. Dice added to or spent out of the doom pool affect the Rampaging Hulk's power. The Rampaging Hulk's dice may be targeted like a Large Scale Threat's Affiliation dice with successful actions against him reducing the doom pool. If the doom pool is reduced to two dice, the Rampaging Hulk reverts back to Banner and all emotional stress and trauma are recovered.

Specialties COMBAT EXPERT  MENACE MASTER 
[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones **YOU WOULDN'T LIKE ME WHEN I'M ANGRY**

- 1 XP when the Hulk warns an army or a team of super heroes to leave him alone.
- 3 XP when the Hulk smashes a building or monument to create a complication for those who will not leave him alone.
- 10 XP when the Hulk either causes widespread destruction and property damage as the Rampaging Hulk, or sacrifices something important to him when he leaps far away to avoid such a rampage.

HULK BUSTED

- 1 XP when Banner consults with another scientist about his condition.
- 3 XP when Banner creates an asset or resource during a Transition Scene that will affect the Hulk.
- 10 XP when Banner either hands himself in to the authorities so that he can be put in a facility where the Hulk cannot hurt anyone or uses his SCIENCE MASTER specialty to gain control of the Hulk once and for all.

PP 
STRESS / TRAUMA 




M 




E 




XP 



History

Dr. Bruce Banner is a second-generation nuclear physicist who developed and oversaw the testing of a "gamma bomb," a nuclear device capable of significant gamma radiation output. On the day of testing, Banner saw that a civilian, Rick Jones, had strayed onto the test site. While he was able to save Jones, Banner was caught in the gamma bomb's blast. The detonation changed Banner's life, completely altering his genetic structure—whenever emotional stress overcomes his conscious mind, he changes into an eight-foot tall green goliath with almost limitless strength.

Unable to properly control his monstrous alter ego, Banner was forced to leave his friends and family and become a fugitive. Over the years he has had his condition change—through psychotherapy, additional radiation treatment, and even mystical forces—but inevitably he is forced to wrestle once again with a dual life. He continues to isolate himself from the civilized world as best he can, only to be drawn back in with each new crisis or when his location is discovered.

Personality

Dr. Banner had a traumatic childhood. His father was an abuser and even killed Banner's mother in front of him, leading to deep psychological scars. Emotionally withdrawn, Banner is nevertheless one of the most brilliant minds on the planet. He is cunning, insightful, and opportunistic, but harbors affection for a handful of people including Betty Ross, the daughter of Hulk's longtime foe General Thaddeus "Thunderbolt" Ross, and Rick Jones, the young man whose life he saved at the gamma bomb site. These relationships have helped pull him out of despair time and again.

As the Hulk, Banner is consumed with the baser instincts, driven by emotions. Usually, this is anger, and the angrier the Hulk becomes, the more his gamma-charged body channels power into physical strength. Hulk seems childlike or even mindless, but Banner's intellect is not completely absent. He's capable of making decisions based on what has happened to him, even if this means lashing out at those who caused him to change in the first place. He even shows a surprising sense of humor when he's not bringing down buildings or throwing tanks.

Abilities & Resources

As a result of his unique genetic makeup and exposure to the gamma bomb blast, Dr. Banner's body is effectively a cosmic antenna, capable of acquiring mass and strength at a prodigious rate when activated by stress triggers. When he is the Hulk, he has theoretically no limit to the amount of raw physical strength he can harness. The only things keeping him from tapping into world-breaking levels of power are his conscious mind and the internal psychological blocks that restrain him. Without those, he can level cities in minutes.

Along with his terrifying strength levels, Hulk is impervious to most physical injury, and heals rapidly from anything that does penetrate his thick green hide. His leg muscles allow him to leap several miles at a time, and he has limited psychic senses that have not only permitted him to see astral figures and mystic forces, but home in on the site at which the gamma bomb first transformed him.

At times, Hulk has been a member of a team of heroes and benefited from their resources and support, usually when either Banner's personality has stronger influence or when Hulk is properly manipulated. Always, he is forced to leave the team and is hunted by the military or other heroes to keep him from becoming a global threat. As an individual, Banner is able to design and build technological devices that are years ahead of most, but he is often unable to profit from it.



BRUCE BANNER

Affiliations

- SOLO 10
- BUDDY 8
- TEAM 6

Distinctions

- DON'T MAKE ME ANGRY
- SARCASTIC GENIUS

Specs

- COSMIC EXPERT 8
- COVERT EXPERT 8
- MEDICAL MASTER 10
- SCIENCE MASTER 10
- TECH MASTER 10