

Behemoth

Real Name: Forbes, Hiram

Origin and Background: Hiram Forbes has pretty much been a loser all of his life. After getting busted out of the army at the age of eighteen, he spent his life in and out of almost every prison in the eastern United States. During his last stretch in Ryker's Island prison three years ago, he underwent a weird transformation that was a long delayed effect of some nuclear tests he volunteered for while in the Ft. Leavenworth army prison. Hiram Forbes transformed into the grotesque monster that is now called Behemoth. The prison cell could no longer contain him, and since then no prison has.

Like Iron Maiden, he spent three years in prison after his defeat by Project: Superhero. However, unlike Iron Maiden, Forbes suffered additional injury and insult. In the final battle, he was "defeated" when he suffered multiple gunshot wounds to his groin and crotch area (not protected by his thickest muscles), causing permanent disfigurement. Once in prison, he was not awake and mobile. Instead he was placed in a form of suspended animation, and when Mastermind rescued him, he was extremely grateful.

Combat Tactics/M.O.: Behemoth will prefer to remain within the confines of a building so that he may make use of his surroundings (walls, tables, machines, etc.) as weapons. He tends to lose sight of any other priorities once the fighting starts. He is likely to use anything on hand, no matter how important it is, as a weapon. Behemoth loves fighting, but is not accustomed to losing.

Personality/Character Traits: Behemoth is a loser with a bad attitude and too much muscle. He doesn't always take the time to think through things, instead preferring to resolve issues with his muscles, and avoiding situations which can't be solved with his muscles.

Living Legends

PHYS 72, REFL 7, DEFT 11, INTL 7, COOL 7, VITL 29

Skill: Unarmed (punch) 1 level, d8 effect [2 CP]

Muscles Harder than Steel: Armor 3 vs Blunt Kinetic and Sharp Kinetic [7 CP]

Gigantism: 1 level, Stays Active (+2), Can't Hold Back: Can't Turn Off (-2) (Note that his PHYS is 61 before Gigantism is applied, which is important for calculating the cost of his BCs). [5 CP]

Weakness: Distinctive: very, very large and impossibly over-muscled (INTL 2+ to spot, Disguise 4+ to conceal) [+20 CP]

Weakness: Physical Handicap (eunuch) [+5 CP]

Weakness: Persecuted (law-enforcement everywhere wants to see him back in prison) (Common, Major) [+15 CP]