

Blastin' Butch Floopinski

Butch Floopinski is the oldest of the Floop Brothers gang, and has also been at the job the longest. Butch receives his powers from an odd piece of jewelry he stole from a pawnbroker. This amulet allows Butch to become invulnerable to most physical harm, gives him incredible strength, and enables him to fire the power-blasts he has named himself by. Butch provides much of the fighting power of the gang.

Butch is a skilled thug and leg-breaker, and knows a lot of people in the criminal underworld. He has prodigious natural strength, which is augmented by the amulet allowing him to lift nearly 3 tons. The amulet's power blast is not an efficient power, but Butch is so proud of it that he often weakens himself using it.



Living Legends

PHYS 20, REFL 7, DEFT 7, INTL 7, COOL 11, VITL 14

Mystic Amulet: Equipment (carried) (-2), Unique (-2)

- **Heightened PHYS:** +21 STR (-3) [7 CP]
- **Amulet Extra Hit Points:** 7 total [2 CP]
- **Mystic Protection:** Armor 8 vs Blunt Kinetic and Sharp Kinetic, 4 vs all other Physical and Mystical [21 CP]
- **Power Blast:** 1d12 Mystical [Magical] (+3), 24" range (+1), 1 NRG per use (-2) [22 CP]
- **Skill:** Weapon (power blast) (DEFT/G) 3 levels, 1d12 effect [5 CP]

Skill: Unarmed (punch) (DEFT/G) 3 levels, 1d12 effect [9 CP]

Skill: Weapon (all pistols) (+3) (DEFT/G) 1 level, 1d8 effect [3 CP]

Weakness: Quirk – will often use power blast when any other attack would be more efficient (+5 CP)

Weakness: Persecuted – hunted by law-enforcement (Common, Major) (+15 CP)

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