

Name: Gronk Gender: Male
 Class: Power 4 Gimmick: Generic Fat-Man Wrestler
 Character Level: 4 Attitude: Neutral
 Experience points: 6,000 Weight: 475 (Super Heavyweight)
 Training Background: Fitness

Abilities/Modifier	Other	Saves
Strength: 18 / 4	Base Attack Bonus: +4	Fortitude: +4
Dexterity: 10 / 0	Endurance: 76	Reflex: +1
Constitution: 17 / 3	Trauma: 17	Will: +1
Intelligence: 6 / -2	Lift DC: 21	
Wisdom: 12 / 1	Weight Damage/End cost: 4	
Charisma: 13 / 1	Reputation: 1	
	Appearances: 1	

Talents/Special Abilities

Immovable Object – When announcing your action spend up to 8 END to add up to 4 Lift DC for one opponent

Smack Into a Brick Wall – If an opponent fails a lift check or knockdown roll targeting you spend 2 END to counter attack

+1 to hit on all Power maneuvers (knowledge)

Feats

Power and Simple Maneuver Proficiency

Vigor (adds bonus END) Signature Move Heat Machine (Maximum 5 Heat)

Gut Check 2 rerolls for pin/escape pin rolls per match

Improved Recovery - +1 Endurance recovered on Recovery rolls

Low Center of Gravity - +2 Lift DC

Finishing Maneuver

Gronk Drop (Banzai Drop) Power +1

1d8 (doubled), Prone Target, Stun self if missed, possible stun, Costs 2 END

Signature Move

Powerslam Through a Table – Power Maneuver +0

2d10, Automatic DQ, Requires Lift Check, Costs 1 END

Skills:	Modifier (Ranks+Ability+Misc)	Modifier (Ranks+Ability+Misc)
Balance (Dex)	0 (0+0+0)	Knowledge Power (Int) 5 (7+0+0)
Bluff (Cha)	1 (0+1+0)	Perform (Cha) 1 (0+1+0)
Climb (Str)	4 (0+4+0)	Profession (Wis) 1 (0+1+0)
Concentration (End)	3 (0+3+0)	Sense Motive (Wis) 1 (0+1+0)
Diplomacy (Cha)	1 (0+1+0)	Sleight of Hand (Dex) 0 (0+0+0)
Disguise (Cha)	1 (0+1+0)	Speak Language (na)
Escape Artist (Dex)	0 (0+0+0)	Spot (Wis) 1 (0+1+0)
Hide (Dex)	0 (0+0+0)	Treat Injury (Wis) -
Intimidate (Cha)	1 (0+1+0)	Tumble (Dex) -
Jump (Str)	4 (0+4+0)	