

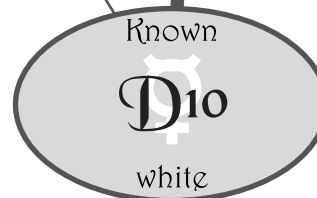
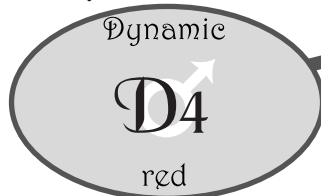
Name: Golem, the Savage
Title: Thunder
Legends of Justice



Power: Seventh Sense;
Body Construct

Weakness: Cannot Create;
Broadcast Power

Quirk: Unfeeling;
Spiritual Magnetism
ghosts pay extra attention



Traits:

Power Stunt: Know Human Nature
can determine innermost motivations

Power Stunt: Explosive Powerup
can instantly become fully charged

Power Stunt: Thunderclap
can deafen those around him

Power Stunt: Energy Anchor
can attach to mystic ley lines and become unmovable

Brilliant Musician
has studied nearly every instrument

Fists of Fury
unstoppable in hand to hand combat

Outsmart Demons
able to devise ways to foil the most insidious plans

Hulking Brute
as strong as a small crowd, and nearly as large

Iron Will
able to resist mental commands and suggestions

Endless Health
apparently unaffected by wounds

Flaws:

Storypath Cards: