

# SHARK



The villain known as Shark began his existence as an ordinary tiger shark. He was accidentally exposed to nuclear radiation and mutated into a highly intelligent and super-powered bipedal shark. Shark received amazing powers but also retained his natural instincts and began hunting prey.

When he encountered Green Lantern, Shark discovered a man who had no fear, and also Green Lantern's weakness to yellow. Shark tried to leverage this knowledge, but was reverted back to his original form. Shark returned several times and fought Green Lantern and other heroes, each time with a different temperament and powers.

## PERSONALITY

Shark's mind is just as unstable as his genetics. At times he is a master planner able to dethrone Aquaman, other times he is barely able to speak, his mind subsumed by pure instinct.

## POWERS & ABILITIES

Shark is a highly evolved tiger shark. He can swim at incredible speeds, breathe underwater and has superhu-

**REAL NAME:** KARSHON  
**OCCUPATION:** SUPER VILLAIN  
**BASE:** MOBILE

## SHARK PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	6	5	4	7	6	6	1

## POWERS

**Aquatic:** Immunity 3 (Cold, High Pressure, Drowning); Movement 1 (Environmental Adaptation: Aquatic); Protection 8; Senses 2 (Low-light Vision, Acute Olfactory); Swimming 10 (500 MPH) • 25 points

**Claws and Teeth:** Strength-based Damage 2 • 2 points

**Devour Minds:** Perception Range Weaken Awareness 12 (Resisted by Will) • 36 points

**Instill Fear:** Perception Range Affliction 12 (Resisted by Will; Dazed, Compelled, Controlled), Limited to Fear • 24 points

## ADVANTAGES

All-out Attack, Close Attack 5, Evasion, Favored Environment (Aquatic), Improved Critical 2 (Claws and Teeth), Move-by Action, Power Attack

## SKILLS

Athletics 6 (+16), Intimidation 12 (+13), Perception 4 (+10)

## OFFENSE

### Initiative +5

Claws and Teeth +12    Close, Damage 12, Crit. 18-20

Devour Minds —    Perception Range, Weaken Awareness 12, Resisted by Will (DC 22)

Instill Fear —    Perception Range, Affliction 12, Resisted by Will (DC 22)

## DEFENSE

**Dodge** 8    **Fortitude** 12

**Parry** 10    **Toughness** 14

**Will** 12

## POWER POINTS

**Abilities** 90    **Skills** 11

**Powers** 87    **Defenses** 18

**Advantages** 12    **Total** 218

## COMPLICATIONS

**Unstable:** Shark is an unstable genetic mutation. He is often transformed back to an ordinary tiger shark, and each time he is re-mutated his mind and powers change.

man strength. His exposure to radioactive waste makes his genetic structure unstable; at times he has displayed vast mental powers and the ability to instill fear in others and devour their minds.

## ALLIES

Shark was a member of the Weaponers of Qward and the Secret Society of Super-Villains.

## ENEMIES

The Shark has fought many heroes including Superman, Black Condor and Aquaman. Shark has clashed with Hal Jordan more often than any other hero.