

# John Hancock

Real name: unknown

## *Hancock*

<b>Appearance</b>	<b>Height:</b> 6'2 <b>Eyes:</b> Brown	<b>Weight:</b> 200 lbs <b>Hair:</b> Black
<b>Team Affiliations</b>	Justice League	
<b>Base Of Operations</b>	Tyler, Texas	
<b>Powers</b>	Flight, Super Strength, Eternal Youth, Weather Control, Invulnerability, Super Hearing	
<b>Skills and Abilities</b>	Fighting Experience	
<b>Tools and Weapons</b>	None	



Hancock is over 3000 years old. He is unable to remember anything prior to 1928 due to suffering a bout of amnesia. At the beginning of the story, Hancock does not care about his public image and he often causes more damage than he prevents while performing heroic acts. He is often drunk or hungover which results in the public he attempts to help distrusting and disliking him. After saving the life of public relations spokesman Ray Embrey, Hancock works with Embrey to attempt to repair his tarnished public image and eventually Ray helps Hancock to become a respected hero.

Hancock is currently located in New York.

## Powers and Abilities

- **Superhuman Strength:** Hancock possesses incredible superhuman strength, he easily throws a beached full grown blue whale (approximate weight 190 tons) a great distance back into the ocean and used his nails to cut a metal disk. His fight with Mary partially leveled a large city with no trouble while both weakened and they effortlessly destroyed buildings and threw busses, cars, and gurders from buildings while weakened. Hancock even stopped a train and threw a car with no sweat or effort at all. Hancock even used a car as a shield.
- **Superhuman Stamina:** Hancock displays the ability to utilise his powers for long periods of time without tiring and seems to recover from intense expenditure of energy quickly.
- **Superhuman Reflexes:** Hancock's accelerated reflexes are far superior to even the most physically perfect human. Hancock can even hit an RPG easily.
- **Invulnerability:** Hancock appears to be invulnerable to injury. He has withstood the impact of a large moving freight train and can easily handle hard landings after flight or from falls. His skin is impervious to bullets and he has withstood the blast from an RPG and the explosion of a car. Hancock even fought Mary and was hit by buses and launched through buildings unharmed despite both their powers getting drained by each other. The only time Hancock displays any vulnerability to injury is when he is in close proximity to Mary Embrey.
- **Flight:** Hancock is able to fly at supersonic speeds and appears capable of interplanetary flight as it appears he has left Ray's 'All-Heart' logo on the face of the Moon. It's possible he can go faster than light because he traveled to and put a heart on the moon before anyone noticed but on earth he can go at supersonic speeds like when he traveled to a far out jail in the desert to a city in a matter of seconds. He

and Mary even crossed a large city in just a few seconds while weakened, fighting and getting smashed into the ground and through buildings and not putting much effort in to fighting.

- **Weather Control:** Hancock can control and summon high winds and tornadoes as displayed in the fight against Mary. Although its never directly stated in the film, the director Peter Berg has clarified that is in fact Hancock who is summoning the tornadoes and Mary is summoning the lightning.
- **Superhuman Hearing:** Hancock was able to hear Mary and Ray's conversation when he was on the roof of their brick built house.
- **Immunity:** Being immortal it follows that Hancock is immune to toxins and diseases and requires no air.
- **Immortality:** Hancock has lived for thousands of years. If he stays separated from Mary both will remain immortal.
- **Regeneration:** Hancock is capable of accelerated healing which enables him to recover from injuries at an accelerated rate. Hancock describes recovering from the head injuries which resulted in his amnesia in a few hours to the amazement of the doctors treating him. The healing process is reduced the more time is spent in close proximity to Mary but the healing ability is reactivated when separated from Mary resulting in wounds, scars, and other physical trauma healing and the reversal of any aging. He still retains scars from multiple times he has protected Mary throughout time, all when he was mortal.

## Weaknesses

Because of his invulnerability he possesses very little in the way of actually weaknesses. Hancock displays a lack of responsibility, arrogance and a lack of awareness of the possible tragic consequences of his neglectful actions. He displays a volatile temper which often leads to dangerous, impulsive, and even brutal acts.

He is also as susceptible to the effects of alcohol as a normal person would be.

Prolonged time spent in proximity to Mary Embrey results in the deterioration of his powers reducing him to mortal levels of vulnerability. Being in her immediate presence causes both of them to become mortals, though they still possess their powers for days before they start to lose them, seemingly due to Hancock not always being in Mary's immediate presence. Being around her for too long and repeatedly being with her caused them to lose their powers even when they were not near each other. When reduced, they are vulnerable to all the weaknesses that afflict a normal human, despite retaining enough of his superhuman strength and resilience to kill several humans with his strength before any injuries could truly weaken him or cause him to collapse. If he leaves Mary's immediate presence, he quickly regains his full range of powers.

## Origin

Hancock is an angel created by God's who decides to use his powers to fight crime. He lost his wings sometime during 102 AD during the crusades. He along with 40 other Angels were sent down to help in the war. Over the years however more and more Angels paired up and died. Mary and Hancock were able to keep their powers because they broke up hundreds of years ago to keep the earth safe. However in the 1920s while trying to stop a mugging Mary got in the way and gave Hancock a concussion, feeling bad Mary fled into hiding leaving Hancock with amnesia.