Character Name: Mr. Bassman

AKA: Frederick "Bowser" Bastable

Genre: Superheroic Campaign: TASK FORCE



### CHARACTERISTICS

## CHARACTER IMAGE

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Val	Char	Base	Cost	Roll	
15	STR	10	5	12-	
15	DEX	10	10	12-	
20	CON	10	10	13-	
13	INT	10	3	12-	
13	EGO	10	3	12-	
20	PRE	10	10	13-	
10	OCV	3	35		
10	DCV	3	35		
3	OMCV	3	0		
5	DMCV	3	6		
3/23	PD	2	1		
5/25	ED	2	3		
5	SPD	2.0	30		
14	REC	4	10		
<b>65</b>	END	20	9		
10	BODY	10	0		
48	STUN	20	14		
<b>12</b> m	Run	12	0		

**Summary** Lift: 200.0kg Initiative: 25 Stun Threshold: 20 Perception Roll: 12-

PRE Attack: 4d6 STR Dmg: 3d6 STR END: 1

3/23 PD • 0/20 Res. PD 5/25 ED • 0/20 Res. ED Phases: 3, 5, 8, 10, 12



## **EXPERIENCE POINTS**

Total 184

0 0

4m Swim

4m Leap

**Type** 

## **INFORMATION**

Total earned:	0
Spent:	0
Unspent:	1
Base Points:	500
Complication Points:	0
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Characteristic Points:	184
Power Points:	268

Eve Color: Brown Height: 1.80 m Hair Color: Black **Weight:** 70.00 kg **Background** 

Talent Points: 11 Martial Art Points: Skill Points: Perk Points:

Born 1959 in Jamaica. Relatives in the Dallas-Fort Worth area convinced him to emigrate in 1980 to take a job at a budding recording studio in the area. He was able to rapidly parlay that into also serving as a session musician, which eventually started him landing gigs as a freelance jazz musician as well. What no one in Dallas knew was that he was a mutant, whose powers of infrasonic sound manipulation and generation had first manifested before coming to America.

#### **Total Points:** 499 **MOVEMENT**

One day in late May of 1982, he found out his new next-door neighbor at the apartment complex used to tune pianos on the side while he went through high school and college. Intrigued, he asked him over to the recording studio to work on the piano there one weekend -- and they both interrupted a drug deal gone bad in the parking lot when they arrived. Bowser acted almost instinctively, using his powers to take the criminals out. Bob Hawkins' response to Bowser's 12m [24m NC] display of superpowers? "Give me a month and I'll have your back the next

# Top Speed

Run 4m [8m NC] time." Swim H. Leap 4m [8m NC] V. Leap 2m [4m NC] 60m [120m NC] Teleport

And so, Bowser found himself starting to become a superhero as Bob Hawkins took Project STARFORCE technology out on secret and unauthorized test runs all summer. Truth to tell, he liked finally being able to fight back against those who would prey on the less fortunate -- having been less fortunate himself while growing up.

**Personality** 

Mr. Bassman

Very easygoing, with a sly and subtle sense of humor.

Quotes

#### Mr. Bassman **COMBAT MANEUVERS** Maneuver Phase OCV DCV Effect $\frac{1}{2}$ +0 +0 Block, abort Block 0 +2 $\frac{1}{2}$ +2 vs. Range Mod. Brace Disarm $\frac{1}{2}$ -2 +0 Can disarm ½ -- +3 Abort, vs. all attacks Dodge $\frac{1}{2}$ -1 -2 Grab two limbs Grab $\frac{1}{2}$ -3 -4 Move and Grab Grab By Haymaker $\frac{1}{2}$ \* +0 -5 +4 DC attack damage $\frac{1}{2}$ -2 -2 STR/2 + v/10, you take 1/3 Move By Move Through $\frac{1}{2}$ -v/10 -3 STR + v/6 Multiple Attack 1 var ½ Attack multiple times Set 1 +1 +0 Ranged Attacks only Shove ½ -1 -1 Push 1m per 5 STR $\frac{1}{2}$ +0 +0 STR or weapon Strike Throw $\frac{1}{2}$ +0 +0 Throw w/ STR dmg ½ -1 -2 Knock target prone Trip ATTACK DOWERS

ATTACK POWERS			
Name	Effect	END	
Group Siren Song	12d6 Mind Control	4	
Infrasonic Weakening	6d6 Drain	4	
Infrasonic Blast	14d6 Blast	10	
Infrasonic Liquefaction	5d6-1 Killing Attack - Ranged	10	
Stunning Sonic Blast	12d6 Blast	4	
DEFE	NSF POWERS		

	DEI ENSE I OWERS		
Name	Effect	Defense	END
Sonic Screen	Resistant Protection	40	0
	Damage Negation	0	0
	SENSORY DOWERS		

SENSORI POWERS			
Name	Effect	END	
Infrasonic Perception	Ultrasonic Perception	0	
Passive Sonar	Spatial Awareness	0	
Echologation	Active Sonar	0	

COMBAT STATS			
Туре	Base/Total	Current '	Vitals
Stunned Threshold	20	STUN:	
Melee Damage	3d6		
Physical Defense	3/23		/48
Res. Phys. Defense	0/20	END:	
Energy Defense	5/25		
Res. Energy Defense	0/20		/65
Mental Defense	0	BODY:	
Power Defense	0		/10
CC	OMBAT VAL	UES	
OCV: 10		DCV	: 10

**Initiative and Action Phases** 

DMCV: 5

**DEX: 25** Action Phases: 3, 5, 8, 10, 12

COMBAT MODIFIERS

nge 0-8m 9-16m 17-32m 33-64m 65-125

OMCV: 3

**RMOD** 0-8m 9-16m 17-32m 33-64m 65-125m 129-250m **RMOD** 0 -2 -4 -6 -8 -10

#### Mr. Bassman **POWERS END Description** Cost Infrasonic Powers: Multipower, 105-point reserve, (105 Active Points); all slots Does not work in vacuum 70 (-1/4), Incantations (-1/4) 1) Group Siren Song: Mind Control 12d6, Reduced Endurance (1/2 END; +1/4), Area Of Effect (16m 5f Cone; +1/2) (105 Active Points); No Range (-1/2), Does not work in vacuum (-1/4), Incantations (-1/4) 2) Infrasonic Weakening: Drain PD, ED 6d6, Reduced Endurance (1/2 END; +1/4), Expanded Effect (x2 Characteristics or Powers simultaneously) (+1/2) (105 Active Points); Does not work in vacuum (-1/4), 7f Incantations (-1/4) 3) Infrasonic Blast: Blast 14d6, Penetrating (+1/2) (105 Active Points); Does not work in vacuum (-1/4), 7f 10 Incantations (-1/4) 4) Infrasonic Liquefaction: Killing Attack - Ranged 5d6-1, Penetrating (+1/2) (105 Active Points); Does 10 7f not work in vacuum (-1/4), Incantations (-1/4) 5) Stunning Sonic Blast: Blast 12d6, Reduced Endurance (1/2 END; +1/4), NND (being deaf of having Hearing Group Flash Defense; All Or Nothing; +1/2) (105 Active Points); Does not work in vacuum (-1/4), 7f Incantations (-1/4) Sonic Form, all slots Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) 1) Sonic Screen: Resistant Protection (20 PD/20 ED/10 Flash Defense: Hearing Group) (75 Active Points); 0 Nonpersistent (-1/4), Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its 43 effectiveness; Not in vacuum; -1/4) 2) Fast Soundwave Travel: Teleportation 60m, Reduced Endurance (1/2 END: +1/4) (75 Active Points): 3 Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its effectiveness; Not in 50 vacuum: -1/4) Sonic Form: Multipower, 40-point reserve, (40 Active Points); all slots Limited Phenomena (sonics only; -1/2), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4), Unified Power (Sonic Form; 20 -1/4) 1) Could Ya Just Turn it Up a Little?: Absorption 20 BODY (Energy, REC), Absorption As A Defense (Resistant; +1) (40 Active Points); Limited Phenomena (sonics only; -1/2), Limited Power (Power loses about 2f a fourth of its effectiveness; Not in vacuum; -1/4), Unified Power (Sonic Form; -1/4) Damage Negation (-8 DCs Energy) (40 Active Points); Limited Phenomena (sonics only; -1/2), Limited 0 2f Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4), Unified Power (Sonic Form; -1/4) Infrasonic Perception: Infrasonic Perception (Hearing Group) 3 Sonic Senses: Multipower, 47-point reserve, (47 Active Points); all slots Does not work in vacuum (-1/4) 38 1) Passive Sonar: Spatial Awareness (Unusual Group), Discriminatory, Analyze, Increased Arc Of n 4f Perception (360 Degrees) (47 Active Points); Does not work in vacuum (-1/4) 2) Echolocation: Active Sonar (Hearing Group), Discriminatory, Analyze, Penetrative (35 Active Points); 3f Does not work in vacuum (-1/4) **Total Powers Cost** 268 **TALENTS** Description Cost Lightning Reflexes (+10 DEX to act first with All Ranged Attacks) 5 Perfect Pitch 3 +1/+1d6 Striking Appearance (vs. all characters) 3 **Total Talents Cost** 11

## Mr. Bassman SKILLS **Roll Description** Cost +1 with Interaction Skills 4 13- Charm 3 **13-** Conversation 3 12- KS: Jazz music 3 12- PS: Musician 3 **12-** Mimicry 3 3 12- Systems Operation (3 Active Points); Audio equipment only (-1) 1 12- Teamwork 3 13- Trading 3 **Total Skills Cost** 29 **PERKS Description** Cost PRIMUS-Sanctioned Superhero: Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance **Total Perks Cost** 7

Mr. Bassman
INFORMATION
Powers/Tactics Powers/Tactics
Mr. Bassman is TASK FORCE's primary ranged combatant. He is best used at the periphery of a battle, half-move teleporting to advantageous firing positions as required. He takes point against sonic-based threats, as his power set is uniquely capable of shrugging off those types of attacks.
Campaign Use