

Character Name: **Mr. Bassman**
 AKA: Frederick "Bowser" Bastable
 Genre: Superheroic
 Campaign: **TASK FORCE**



CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
15	STR	10	5	12-	Lift: 200.0kg
15	DEX	10	10	12-	Initiative: 25
20	CON	10	10	13-	Stun Threshold: 20
13	INT	10	3	12-	Perception Roll: 12-
13	EGO	10	3	12-	
20	PRE	10	10	13-	PRE Attack: 4d6
10	OCV	3	35		STR Dmg: 3d6
10	DCV	3	35		STR END: 1
3	OMCV	3	0		
5	DMCV	3	6		
3/23	PD	2	1		3/23 PD • 0/20 Res. PD
5/25	ED	2	3		5/25 ED • 0/20 Res. ED
5	SPD	2.0	30		Phases: 3, 5, 8, 10, 12
14	REC	4	10		
65	END	20	9		
10	BODY	10	0		
48	STUN	20	14		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
Total 184					

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	1
Base Points:	500
Complication Points:	0
Characteristic Points:	184
Power Points:	268
Talent Points:	11
Martial Art Points:	0
Skill Points:	29
Perk Points:	7
Total Points:	499

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	60m [120m NC]

INFORMATION

Eye Color: Brown
Hair Color: Black

Height: 1.80 m
Weight: 70.00 kg

Background

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.

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 display of superpowers? "Give me a month and I'll have your back the next time."

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

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

Quotes

Mr. Bassman**POWERS**

END	Description	Cost
	Infrasonic Powers: Multipower, 105-point reserve, (105 Active Points); all slots Does not work in vacuum (-1/4), Incantations (-1/4)	70
4	1) Group Siren Song: Mind Control 12d6, Reduced Endurance (1/2 END; +1/4), Area Of Effect (16m Cone; +1/2) (105 Active Points); No Range (-1/2), Does not work in vacuum (-1/4), Incantations (-1/4)	5f
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), Incantations (-1/4)	7f
10	3) Infrasonic Blast: Blast 14d6, Penetrating (+1/2) (105 Active Points); Does not work in vacuum (-1/4), Incantations (-1/4)	7f
10	4) Infrasonic Liquefaction: Killing Attack - Ranged 5d6-1, Penetrating (+1/2) (105 Active Points); Does not work in vacuum (-1/4), Incantations (-1/4)	7f
4	5) Stunning Sonic Blast: Blast 12d6, Reduced Endurance (1/2 END; +1/4), NND (being deaf or having Hearing Group Flash Defense; All Or Nothing; +1/2) (105 Active Points); Does not work in vacuum (-1/4), Incantations (-1/4)	7f
	<i>Sonic Form</i> , all slots Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4)	
0	1) Sonic Screen: Resistant Protection (20 PD/20 ED/10 Flash Defense: Hearing Group) (75 Active Points); Nonpersistent (-1/4), Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4)	43
3	2) Fast Soundwave Travel: Teleportation 60m, Reduced Endurance (1/2 END; +1/4) (75 Active Points); Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4)	50
	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; -1/4)	20
0	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 a fourth of its effectiveness; Not in vacuum; -1/4), Unified Power (Sonic Form; -1/4)	2f
0	2) Damage Negation (-8 DCs Energy) (40 Active Points); 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; -1/4)	2f
0	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
0	1) Passive Sonar: Spatial Awareness (Unusual Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees) (47 Active Points); Does not work in vacuum (-1/4)	4f
0	2) Echolocation: Active Sonar (Hearing Group), Discriminatory, Analyze, Penetrative (35 Active Points); Does not work in vacuum (-1/4)	3f
	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
13-	Streetwise	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	7
Total Perks Cost	7

Mr. Bassman**INFORMATION****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