

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



CHARACTERISTICS

Val	Char	Base	Cost	Roll
15	STR	10	5	12-
18	DEX	10	16	13-
23	CON	10	13	14-
13	INT	10	3	12-
13	EGO	10	3	12-
25	PRE	10	15	14-
10	OCV	3	35	
10	DCV	3	35	
3	OMCV	3	0	
4	DMCV	3	3	
16/46	PD	2	4	
15/45	ED	2	3	
6	SPD	2.0	40	
19	REC	4	15	
90	END	20	14	
10	BODY	10	0	
48	STUN	20	14	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	

Total 218

Summary
 Lift: 200.0kg
 Initiative: 33
 Stun Threshold: 23
 Perception Roll: 12-
 PRE Attack: 5d6
 STR Dmg: 3d6
 STR END: 1

16/46 PD • 10/40 Res. PD
 15/45 ED • 10/40 Res. ED
 Phases: 2, 4, 6, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	250
Spent:	250
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	218
Power Points:	417
Talent Points:	34
Martial Art Points:	20
Skill Points:	48
Perk Points:	13
Total Points:	750

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	90m [180m NC]
Tunneling	24m [48m NC]

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 1.75 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. His assistance repelling VIPER's attack on ProStar in August of 1982 ("You All Meet in a Lab") earned him an invitation to help form an officially-

sanctioned superhero team in the DFW area, which he eagerly accepted.

Personality

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

Because his normal voice is now so easily recognizable (due to his musical career taking off), he speaks with a ridiculously-fake Jamaican accent when he is a superhero. In secret ID, his residual English accent from growing up in Jamaica actually makes him sound cultured and urbane.

Quotes

"Time to pump up the jam, mon."

Mr. Bassman**COMBAT MANEUVERS**

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-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
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
Block	1/2	+2	+2	Block, Abort
Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Kick	1/2	-2	+1	7d6 Strike
Punch	1/2	+0	+2	5d6 Strike
Throw	1/2	+0	+1	3d6 +v/5, Target Falls

ATTACK POWERS

Name	Effect	END
	14d6 Blast	4
Group Siren Song	12d6 Mind Control	4
Resonant Blast	14d6 Blast	10
Infrasonic Blurring	10d6 Flash	0
Infrasonic Dread	6d6 Drain	4
Infrasonic Liquefaction	5d6-1 Killing Attack - Ranged	10
Infrasonic Weakening	8d6 Drain	4
Sonic Boom	14d6 Flash	4
Shattering	7d6 Killing Attack - Ranged	10
Stunning Blast	9d6 Blast	4
The Brown Note	8d6 Drain	4

DEFENSE POWERS

Name	Effect	Defense	END
Sonic Screen	Resistant Protection	60	0
	Flash Defense	15	0
	Damage Negation	0	0

SENSORY POWERS

Name	Effect	END
Infrasonic Perception	Ultrasonic Perception	0
Passive Sonar	Spatial Awareness	0
Echolocation	Active Sonar	0

EQUIPMENT

Item	Stats	Range	END
Armor	Resistant Protection		0
Inertial Dampening	0d6 Damage Reduction		0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	23	STUN:
Melee Damage	3d6	
Physical Defense	16/46	/48
Res. Phys. Defense	10/40	END:
Energy Defense	15/45	
Res. Energy Defense	10/40	/90
Mental Defense	0	BODY:
Power Defense	10	/10

COMBAT VALUES

OCV: 10 **DCV: 10**
OMCV: 3 **DMCV: 4**

Initiative and Action Phases

DEX: 33 **Action Phases: 2, 4, 6, 8, 10, 12**

COMBAT MODIFIERS

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

Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1D6+3
High Shot (Head to Vitals)	-2	2D6+1
Body Shot (Hands to Legs)	-1	2D6+4
Low Shot (Shoulders to Feet)	-2	2D6+7*
Leg Shot (Vitals to Feet)	-4	1D6+12

*Treat a 19 as the Feet location

HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

Item	Stats	Range END
Energy Absorption	0d6 Damage Reduction	0
	10 points Power Defense	0
	Life Support	0

Mr. Bassman**POWERS**

END	Description	Cost
	Infrasonic Projection: Variable Power Pool, 84 base + 105 control cost, No Skill Roll Required (+1), Powers Can Be Changed As A Zero-Phase Action (+1) (241 Active Points); Attack Powers only (-1/2); all slots Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4)	174
	<i>Notes: If you try to capture all the things he could do with his sonic attack powers, it becomes more cost-effective to render them as a VPP instead of a Multipower after about 20 slots. This is NOT a complete list of what he can do.</i>	
4	1) Blast 14d6, Area Of Effect (16m Cone; +1/2), Thin Cone (-1/4), Reduced Endurance (1/2 END; +1/4) (105 Active Points); No Range (-1/2), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 60	0
4	2) 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), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 60	0
10	3) Resonant Blast: Blast 14d6, Penetrating (+1/2) (105 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 84	0
0	4) Infrasonic Blurring: Sight Group Flash 10d6, Reduced Endurance (0 END; +1/2), Attack Versus Alternate Defense (Flash Defense (Hearing); +1/2) (100 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 80	0
4	5) Infrasonic Dread: Drain PRE 6d6, Reduced Endurance (1/2 END; +1/4), Area Of Effect (16m Cone; +1/2) (105 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 84	0
10	6) Infrasonic Liquefaction: Killing Attack - Ranged 5d6-1, Penetrating (+1/2) (105 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 84	0
4	7) Infrasonic Weakening: Drain PD 8d6, Reduced Endurance (1/2 END; +1/4) (100 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 80	0
	<i>Notes: Can change this to ED just as easily with a frequency change</i>	
4	8) Sonic Boom: Hearing Group Flash 14d6, Area Of Effect (64m Cone Explosion; +1/2), Thin Cone (-1/4), Does Knockback (+1/4), Reduced Endurance (1/2 END; +1/4), Armor Piercing (+1/4), Double Knockback (+1/2) (105 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 84	0
10	9) Shattering: Killing Attack - Ranged 7d6 (105 Active Points); Only vs. Non-Living Matter (-1), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 47	0
4	10) Stunning Blast: Blast 9d6, Reduced Endurance (1/2 END; +1/4), Attack Versus Alternate Defense (being deaf or having Hearing Group Flash Defense; +1) (101 Active Points); Does Not Work in a Vacuum (-1/4) Real Cost: 81	0
4	11) The Brown Note: Drain CON 8d6, Reduced Endurance (1/2 END; +1/4) (100 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 80	0
4	12) Tunneling 24m through 30 PD material, Reduced Endurance (1/2 END; +1/4) (105 Active Points); Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4) Real Cost: 84	0
	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)	
0	1) Sonic Screen: Resistant Protection (30 PD/30 ED), Impenetrable (+1/4) (112 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)	64
4	2) Fast Soundwave Travel: Teleportation 90m, Reduced Endurance (1/2 END; +1/4) (112 Active Points); Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4)	75
0	3) Hearing Group Flash Defense (15 points), Hardened (x2; +1/2), Difficult To Dispel (x4 Active Points; +1/2) (30 Active Points); Unified Power (Sonic Form; -1/4), Limited Power (Power loses about a fourth of its effectiveness; Not in vacuum; -1/4)	20
	Sonic Form: Multipower, 60-point reserve, (60 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)	30

0	1) Could Ya Just Turn it Up a Little?: Absorption 20 BODY (Energy, REC), Absorption As A Defense (Resistant; +1), Delayed Return Rate (points return at the rate of 5 per Minute; +1) (60 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)	3f
0	2) Damage Negation (-12 DCs Energy) (60 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)	3f
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		417

EQUIPMENT

END	Item	Cost
0	Armor: Resistant Protection (10 PD/10 ED), Hardened (+1/4) (37 Active Points); OIF (-1/2) <i>Notes: Starforce has been busy on his teammate's behalf. Bassman wouldn't wear it, though, until after 'Extinction Event'</i>	\$25
	<i>Armor Core Systems, all slots OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)</i>	\$34
0	1) Inertial Dampening: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	
0	2) Energy Absorption: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	
0	3) Power Defense (10 points) (10 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	
0	4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	

TALENTS

Description	Cost
Absolute Range Sense	3
Lightning Reflexes (+15 DEX to act first with All Ranged Attacks)	8
Passive Sonar: Combat Sense (Sense) 12-	17
Perfect Pitch	3
+1/+1d6 Striking Appearance (vs. all characters) <i>Notes: He's more famous by now</i>	3
Total Talents Cost	34

MARTIAL ARTS

Description	Cost
Generic Martial Arts	
1) Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
2) Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
3) Kick 1/2 Phase, -2 OCV, +1 DCV, 7d6 Strike	5
4) Punch 1/2 Phase, +0 OCV, +2 DCV, 5d6 Strike	4
5) Throw 1/2 Phase, +0 OCV, +1 DCV, 3d6 +v/5, Target Falls	3
Total Martial Arts Cost	20

Mr. Bassman**SKILLS**

Roll	Description	Cost
	Sonic Skillfulness: +2 with Sound Based Skills	8
	+2 with all Interaction Skills	8
13-	Breakfall	3
14-	Charm	3
14-	Conversation	3
12-	KS: Jazz music	3
12-	PS: Musician	3
12-	Mimicry	3
14-	Streetwise	3
12-	Systems Operation (3 Active Points); Audio equipment only (-1)	1
15-	Teamwork	7
14-	Trading	3
Total Skills Cost		48

PERKS

Description	Cost	
Money: Well Off	1	
PRIMUS-Sanctioned Superhero: Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance	7	
Equipment Points: 75	5	
Total Perks Cost		13

COMPLICATIONS

Description	Points	
Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Uncommonly-Used Senses)	15	
Distinctive Features: Deep Voice (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	10	
Physical Complication: Must use fake Jamaican accent as a superhero (Frequently; Slightly Impairing)	15	
Psychological Complication: Code vs. Killing (Common; Total)	20	
Social Complication: Secret Identity Frequently, Major	15	
Total Complications Points		75

Mr. Bassman**INFORMATION****Powers/Tactics**

Mr. Bassman is TASK FORCE's primary ranged combatant. His VPP makes him incredibly versatile, able to whip up a sonic effect that can touch anyone on a moment's notice, either directly doing damage to them or setting them up so someone else can hurt them. 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