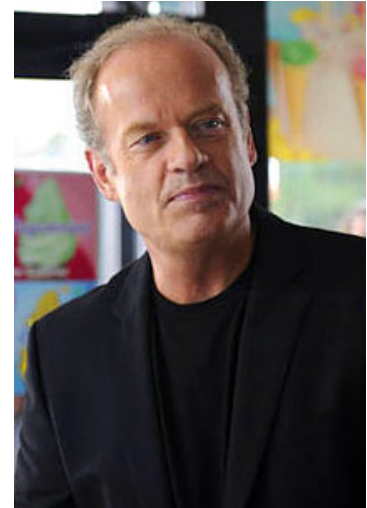


Character Name: **Biomaster**
 AKA: Dr. Matthew Fuseli
 Genre: Superheroic
 Campaign: **Texas Guard**

CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
20/40	STR	10	10	13- / 17-	Lift: 400.0kg/6400.0kg
30	DEX	10	40	15-	Initiative: 30
30	CON	10	20	15-	Stun Threshold: 30
30	INT	10	20	15-	Perception Roll: 19-
30	EGO	10	20	15-	
30	PRE	10	20	15-	PRE Attack: 6d6
13	OCV	3	50		STR Dmg: 4d6/8d6
13	DCV	3	50		STR END: 2/4
3	OMCV	3	0		
10	DMCV	3	21		
8/33	PD	2	6		8/33 PD • 0/25 Res. PD
6/31	ED	2	4		6/31 ED • 0/25 Res. ED
8	SPD	2.0	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
30	REC	4	26		
70	END	20	10		
20	BODY	10	10		
84	STUN	20	32		
12m/32m , Run		12	0		
14m Swim		4	0		
4m/44m Leap		4	0		
Total 399					

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	940
Spent:	940
Unspent:	0
Base Points:	650
Complication Points:	100
<hr/>	
Characteristic Points:	399
Power Points:	535
Talent Points:	84
Martial Art Points:	50
Skill Points:	209
Perk Points:	313
Total Points:	1590

INFORMATION

Eye Color: Brown
Hair Color: Brown
Height: 1.80 m
Weight: 90.00 kg

Appearance
 Played by Kelsey Grammer in "The Battle of Detroit."

Background
 A mutant with active powers of personal body control and latent powers of neurokinesis, born around 1960. He was a child prodigy who had his MD by the time he was 22 and sought to carve out his destiny in the DFW Metroplex ("The Strange Secret of Matthew Fuseli")

From 1982 to 1992, he was a mastermind supervillain, mostly in the DFW area and with a decided neurokinetic and genetic slant to his powers and schemes. By the story "O Little Town" he found himself as TASK FORCE's friendly enemy -- having fought them for so long that they actually were now his closest acquaintances in the Metroplex.

MOVEMENT

Type	Top Speed	Description
Run	12m/32m, [24m/64m NC]	After being captured trying to steal and exploit the Navy's notes on the YEOMAN super-soldier project ("Yeoman's Work"), he was abducted along with TASK FORCE by the Varanyi as part of an overly-complicated plot by Zes'Arou Al'Gari Tlokton (Sage's older brother) to usurp the Sh'Garothayn Throne of his people and exploit Humanity's vast psionic potential to conquer the entire Milky Way Galaxy ("The Varanyi Civil War"). In the process of helping TASK FORCE defeat Tlokton and install Sage on the Sh'Garothayn Throne, he found himself turning into a superHERO instead of a supervillain. He accepted membership on TASK
Swim	14m [28m NC]	
H. Leap	4m/44m [8m/88m NC]	
V. Leap	2m/22m [0m NC]	

FORCE in time to help them fight Doctor Destroyer at Detroit upon their return to Earth ("The Battle of Detroit"); the field hospital he assembled out of debris and sheer willpower saved hundreds of lives both mundane and superheroic during the final phases of the battle and in the aftermath of Destroyer's suicide by orbital death ray, and earned him both a Presidential pardon and the Medal of Freedom.

Until PRIMUS was disbanded at the end of September 2011, he was a PRIMUS reserve asset who was liable (under terms of his now-unofficial [thanks to Bush 41] parole) for two weeks of service a year. In his day job, he practices medicine (specialty on superheroics) and works on advancing the state of the art in medical nanotech. Because he assisted the Varanyi who saved Bob and Julie with medical nanotech during "The Varanyi Civil War", he is the doctor of record for their children's births (for reasons which Bob explained to Lloyd Carver in "United States v. Hawkins").

Personality

Matt originally went into supervillainy to pay off the student loans he had incurred for going through medical school. He ended up staying with supervillainy because he enjoyed the adrenaline high he got from matching wits with supers. He grew up real quick at the Battle of Detroit. He's an over-the-top character, whether evil or good. Think of how Teleios (CVV 1) would have been written/cast in the 1960's Batman TV series and you have a good grasp of his character (or, worse yet, Foxbat with Teleios' skill set and a more robust grasp on personal sanity). In the TASK FORCE universe, his picture is on the TV Tropes page for "Large Ham."

Was asked quietly by several current and retired supers to start a hero group in DFW for years until he relented and sponsored the formation of the Texas Guard in 2012.

Quotes

(From 'The Battle of Detroit')

Smashmouth: "You're Biomaster!"

Biomaster: "And I just spent the past ten minutes putting your intestines back into your body. Don't make me have to do it again!"

Smashmouth: "But you're a supervillain!"

Biomaster: "Not today, I'm not."

Biomaster

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
Arm Sweep Block	1/2	+2	+2	Block, Abort
Crescent Kick Block	1/2	+1	+3	Block, Abort
Flying Side Kick	1/2	-2	+1	12d6 / 16d6 Strike
Knifehand	1/2	-2	+0	HKA 4d6 / HKA 5d6 +1 Disarm; 50
Martial Disarm	1/2	-1	+1	STR / 70 STR to Disarm
Punch/Elbow Strike	1/2	+0	+2	10d6 / 14d6 Strike
Side or Roundhouse Kick	1/2	-2	+1	12d6 / 16d6 Strike
Takedown	1/2	+1	+1	8d6 / 12d6 Strike; Target Falls

ATTACK POWERS

Name	Effect	END
Synaptic Interference I	12d6 Drain	15
Synaptic Interference II	6d6 Drain	15
Area Synaptic Interference	3d6 Drain	15
Sensory Shutdown	12d6 Flash	14
Area Sensory Shutdown	8d6 Flash	15
Seizure Induction	6d6, 7 PD/7 ED Entangle	15
Sedative	12d6 Drain	[4]
Find Weakness	Combat Skill Levels	
	STR	2

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	30	STUN:
Melee Damage	4d6/8d6	
Physical Defense	8/33	/84
Res. Phys. Defense	0/25	END:
Energy Defense	6/31	
Res. Energy Defense	0/25	/70
Mental Defense	10	BODY:
Power Defense	25	/20

COMBAT VALUES

OCV: 13	DCV: 13
OMCV: 3	DMCV: 10
Combat Skill Levels	
+4 Overall+10 with any single attack, Usable Simultaneously (up to 8 people at once; +1 1/4), Recipient must be within Limited Range of the Grantor for power to be granted (45 Active Points); Requires A Roll (PER roll; Must be made each Phase/use; -1), Extra Time (Full Phase, -1/2), Perceivable (Spoken commands to target; -1/2)+2 with Neurokinesis (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
Initiative and Action Phases	
DEX: 30	Action Phases: 2, 3, 5, 6, 8, 9, 11, 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

DEFENSE POWERS

Name	Effect	Defense	END
Resilience	Power Defense	15	0
Pain Resistance	Damage Reduction	0	0
Pain Resistance	Damage Reduction	0	0

SENSORY POWERS

Name	Effect	END
Truth Serum	16d6 Telepathy	[2 cc]
Anticipation	Clairsentience	0
Deductive Observation	10d6 Telepathy	0
Heightened Senses	Enhanced Perception	0
	Nightvision	0
	Ultrasonic Perception	0

EQUIPMENT

Item	Stats	Range	END
Destreum Nanoweave Armor	Resistant Protection		0
Inertial Dampening	0d6 Damage Reduction		0
Energy Absorption	0d6 Damage Reduction		0
	10 points Power Defense		0
	Life Support		0
DNA Profile	9- Detect (10		0
Polarized Lenses	points) Flash Defense		0
Noise-cancelling earbuds	(10 points) Flash Defense		0
Psionic scrambler	10 points total Mental Defense		0
Target Designation	High Range Radio		0
	Perception Combat Skill Levels		

Biomaster**POWERS**

END	Description	Cost
	Neurokinesis: Variable Power Pool, 120 base + 150 control cost, (195 Active Points); Attack Powers Only (-1/2); all slots Side Effects (Side Effect always occurs whenever the character removes gauntlets; Powers take "No Range" limitation; -1/4)	163
15	1) Synaptic Interference I: Drain TBD 12d6, Armor Piercing (+1/4) (150 Active Points); Side Effects (Side Effect always occurs whenever the character removes gauntlets; Powers take "No Range" limitation; -1/4) Real Cost: 120	0
15	2) Synaptic Interference II: Drain 6d6, Expanded Effect (x4 Characteristics or Powers simultaneously) (+1 1/2) (150 Active Points); Increased Return Rate (All points return after 1 turn; -1/2), Side Effects (Side Effect always occurs whenever the character removes gauntlets; Powers take "No Range" limitation; -1/4) Real Cost: 86 <i>Notes: Uses Absolute Effect Rule (6E1:133); if it hits, the four characteristics he is draining go to 0 for one turn. STR/REC/END/STUN is a personal favorite, which basically mission-kills the target for 1 turn.</i>	0
15	3) Area Synaptic Interference: Drain 3d6, Area Of Effect (16m Radius; +3/4), Selective (+1/4), Expanded Effect (x7 Characteristics or Powers simultaneously) (+3) (150 Active Points); Increased Return Rate (All points return after 1 turn; -1/2), Side Effects (Side Effect always occurs whenever the character removes gauntlets; Powers take "No Range" limitation; -1/4) Real Cost: 86 <i>Notes: Uses Absolute Effect Rule (6E1:133), all targeted characteristics will be at 50% value for duration of effect. Usually chooses STR, DEX, CON, PRE, REC, END, & STUN to drain.</i>	0
14	4) Sensory Shutdown: Sight, Hearing, Smell/Taste, Touch and Mental Groups Flash 12d6, Armor Piercing (+1/4), Attack Versus Alternate Defense (Power Defense; +1/2) (140 Active Points); Side Effects (Side Effect always occurs whenever the character removes gauntlets; Powers take "No Range" limitation; -1/4) Real Cost: 112	0
15	5) Area Sensory Shutdown: Sight, Hearing, Smell/Taste, Touch and Mental Groups Flash 8d6, Attack Versus Alternate Defense (Power Defense; +1/2), Area Of Effect (16m Radius; +3/4), Selective (+1/4) (150 Active Points); Side Effects (Side Effect always occurs whenever the character removes gauntlets; Powers take "No Range" limitation; -1/4) Real Cost: 120	0
15	6) Seizure Induction: Entangle 6d6, 7 PD/7 ED, Cannot Be Escaped With Teleportation (+1/4), Takes No Damage From Attacks All Attacks, STR only to break out (+1) (146 Active Points); Vulnerable (Uncommon; biomanipulation attacks; -1/4), Side Effects (Side Effect always occurs whenever the character removes gauntlets; Powers take "No Range" limitation; -1/4) Real Cost: 97	0
	<i>Power Gauntlets, all slots OIF (-1/2)</i>	
0	1) Reduced Endurance (0 END; +1/2) for up to 75 Active Points of Neurokinesis VPP Control Cost (37 Active Points); OIF (-1/2) <i>Notes: I realize this is a suboptimal way to model how his VPP costs no END with his gauntlets. Considering he used to be a master supervillain, optimizing his build isn't really necessary.</i>	25
7	2) No Skill Roll Required (+1) for up to 75 Active Points of Neurokinesis VPP Control Cost (75 Active Points); OIF (-1/2)	50
7	3) Powers Can Be Changed As A Zero-Phase Action (+1) for up to 75 Active Points of Neurokinesis VPP Control Cost (75 Active Points); OIF (-1/2)	50
	Nanotech Hypospray: Multipower, 120-point reserve, (120 Active Points); all slots OAF (Injector; -1), Extra Time (Extra Phase, Only to Activate, changes slots by changing charge clips in injector; -1/2) <i>Notes: This is used for things that aren't really attacks</i>	48
[4]	1) Metabolic Stimulant: Aid REC 20d6 (120 Active Points); 4 Charges (-1), OAF (Injector; -1), Extra Time (Extra Phase, Only to Activate, changes slots by changing charge clips in injector; -1/2)	3f
[4]	2) Quickheal: Healing BODY 2d6, Damage Over Time (12 damage increments, damage occurs every Segment, can be negated by resistant Power Defense, cyberkinetics; +4 1/2) (110 Active Points); 4 Charges (-1), OAF (Injector; -1), Extra Time (Extra Phase, Only to Activate, changes slots by changing charge clips in injector; -1/2) <i>Notes: Uses Simplified Healing Rules (HG6ed 1:234); apply BODY *and* STUN rolled to those stats.</i>	3f
[4]	3) Sedative: Drain END 12d6 (120 Active Points); 4 Charges (-1), OAF (Injector; -1), No Range (-1/2), Extra Time (Extra Phase, Only to Activate, changes slots by changing charge clips in injector; -1/2) <i>Notes: Remember, boys and girls, that each 2 END below 0 is 1d6 NND STUN (!)</i>	3f
[2 cc]	4) Truth Serum: Telepathy 16d6 (Human class of minds), Constant (+1/2) (120 Active Points); Based on CON (Defense: PD; -1), OAF (Injector; -1), Receive Only (-1/2), No Range (-1/2), Language Barrier (-1/2), 2 Continuing Charges lasting 5 Minutes each (-1/2), Extra Time (Extra Phase, Only to Activate, changes slots	2f

by changing charge clips in injector; -1/2), Incantations (Must Ask Questions Verbally; -1/4)

	Great Intellect: Multipower, 75-point reserve	75
	1) Find Weakness: +10 with any single attack, Usable Simultaneously (up to 8 people at once; +1 1/4), Recipient must be within Limited Range of the Grantor for power to be granted (45 Active Points); Requires A Roll (PER roll; Must be made each Phase/use; -1), Extra Time (Full Phase, -1/2), Perceivable (Spoken commands to target; -1/2)	1f
0	2) Anticipation: Precognitive Clairvoyance (Sight And Hearing Groups), Reduced Endurance (0 END; +1/2) (75 Active Points); Precognition Only (-1), No Range (-1/2), Requires A Roll (INT; -1/2), Time Modifiers (-1/2)	2f
0	3) Deductive Observation: Telepathy 10d6 (Human class of minds), Reduced Endurance (0 END; +1/2) (75 Active Points); Extra Time (1 Minute, -1 1/2), Requires A Roll (Deduction Roll; -1/2), Receive Only (-1/2), Concentration (1/2 DCV; -1/4), Surface Thoughts Only (-1/4)	2f
	+30 PRE (30 Active Points); Only to defend against PRE attacks (-1)	15
	<i>Personal Body Control</i> , all slots Unified Power (-1/4)	
0	1) Resilience: Power Defense (15 points), Hardened (+1/4) (19 Active Points); Does not protect anything bought through a focus (-1/2), Unified Power (-1/4) <i>Notes: I would rule that his power gauntlets count as a focus even though he can still sort of use his Neurokinesis in their absence.</i>	11
0	2) Pain Resistance: Energy Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON roll; -1/2), Unified Power (-1/4)	8
0	3) Pain Resistance: Physical Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON roll; -1/2), Unified Power (-1/4)	8
0	4) Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Sleeping: Character only has to sleep 8 hours per week) (11 Active Points); Unified Power (-1/4)	9
0	5) Regeneration (1 BODY per Hour) (8 Active Points); Unified Power (-1/4)	6
	6) Stop Bleeding: Paramedics 20- (13 Active Points); Only To Stop Bleeding (see text; -1), Self only (-1/2), Unified Power (-1/4)	5
	Personal Body Control: Multipower, 20-point reserve, (20 Active Points); all slots Unified Power (-1/4)	16
2	1) +20 STR (20 Active Points); Unified Power (-1/4)	3v
2	2) Leaping +40m (4m/44m forward, 2m/22m upward) (20 Active Points); Unified Power (-1/4)	3v
2	3) Running +20m (12m/32m total) (20 Active Points); Unified Power (-1/4)	3v
1	4) Swimming +10m (14m total) (5 Active Points); Unified Power (-1/4)	1f
0	Heightened Senses: +4 PER with all Sense Groups	12
0	Nightvision	5
0	Ultrasonic Perception (Hearing Group)	3
	Total Powers Cost	535

EQUIPMENT

END	Item	Cost
0	Destreum Nanoweave Armor: Resistant Protection (10 PD/10 ED), Hardened (+1/4), Impenetrable (+1/4) (45 Active Points); OIF (-1/2) <i>Notes: A gift from Bob</i>	\$30
	<i>Armor Core Systems</i> , all slots Linked (???; -1/2), OIF (-1/2), Unified Power (-1/4)	\$34
0	1) Inertial Dampening: Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (???; -1/2), OIF (-1/2), Unified Power (-1/4)	
0	2) Energy Absorption: Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (???; -1/2), OIF (-1/2), Unified Power (-1/4)	
0	3) Power Defense (10 points), Hardened (+1/4), Impenetrable (+1/4) (15 Active Points); Linked (???; -1/2), OIF (-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)	

	Mask, all slots OIF (-1/2), Unified Power (-1/4)	\$53
	Notes: <i>Another gift from Bob, to encourage him to start a supergroup</i>	
0	1) DNA Profile: Detect DNA Profile A Single Thing 9- (no Sense Group), Discriminatory, Analyze, Microscopic: x1,000 (21 Active Points); OIF (analyzer; -1/2), Unified Power (-1/4)	
0	2) Polarized Lenses: Sight Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	3) Noise-cancelling earbuds: Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	4) Psionic scrambler: Mental Defense (10 points total) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	5) High Range Radio Perception (Radio Group) (12 Active Points); Affected as Sight and Hearing group (-1/2), OIF (-1/2), Unified Power (-1/4)	
	6) Target Designation: +2 with Neurokinesis (10 Active Points); OIF (-1/2), Unified Power (-1/4)	

The remaining 133 points represent specialty equipment which he might have on missions

TALENTS

Description	Cost
Ambidexterity (-1 Off Hand penalty)	2
Heightened Reflexes: Combat Luck (15 PD/15 ED)	30
Heightened Awareness: Combat Sense (Analyze, Discriminatory) 15-	25
Double Jointed	4
Eidetic Memory	5
Lightning Calculator	3
Perfect Pitch	3
Simulate Death (+2 to roll)	5
Speed Reading (x10)	4
Imposing: +1/+1d6 Striking Appearance (vs. all characters)	3
Total Talents Cost	84

MARTIAL ARTS

Description	Cost
+4 HTH Damage Class(es) +4 HTH Damage Class(es)	16
Tae Kwan Do	
1) Arm Sweep Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
2) Crescent Kick Block 1/2 Phase, +1 OCV, +3 DCV, Block, Abort	5
3) Flying Side Kick 1/2 Phase, -2 OCV, +1 DCV, 12d6 / 16d6 Strike	5
4) Knifehand 1/2 Phase, -2 OCV, +0 DCV, HKA 4d6 / HKA 5d6 +1	4
5) Martial Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 50 STR / 70 STR to Disarm	4
6) Punch/Elbow Strike 1/2 Phase, +0 OCV, +2 DCV, 10d6 / 14d6 Strike	4
7) Side or Roundhouse Kick 1/2 Phase, -2 OCV, +1 DCV, 12d6 / 16d6 Strike	5
8) Takedown 1/2 Phase, +1 OCV, +1 DCV, 8d6 / 12d6 Strike; Target Falls	3
Total Martial Arts Cost	50

Biomaster**SKILLS**

Roll	Description	Cost
	I'm Just That Good: +4 Overall	48
15-	Acting	3
15-	Breakfall	3
15-	Bureaucratics	3
15-	Charm	3
15-	Climbing	3
15-	Combat Driving	3
15-	Computer Programming	3
15-	Concealment	3
15-	Contortionist	3
15-	Conversation	3
	Cramming	5
15-	Deduction	3
15-	Electronics	3
15-	Forensic Medicine	3
15-	High Society	3
15-	Inventor	3
15-	Oratory	3
16-	Paramedics	5
15-	Persuasion	3
22-	Power: Neurokinesis <i>Notes: With his Overall Levels assisting, this is an 11- to change powers without his gauntlets</i>	17
15-	Systems Operation	3
15-	Tactics	3
	TF: Common Motorized Ground Vehicles, Grav Vehicles/Hovercraft, Hanggliding, Jetskis, SCUBA, Snowboarding, Windsurfing	7
15-	Weaponsmith (Genetic Weaponry, Nanotech Weaponry)	3
	Jack of All Trades	3
15-	1) PS: Brewer (3 Active Points)	2
16-	2) PS: Doctor (4 Active Points)	3
15-	3) PS: Playing Guitar (3 Active Points)	2
15-	4) PS: Wargaming (3 Active Points)	2
	Scholar	3
15-	1) KS: Alcoholic Beverages (3 Active Points)	2
15-	2) KS: Gaming World (3 Active Points)	2
15-	3) KS: Medical History (3 Active Points)	2
15-	4) KS: Music (3 Active Points)	2
15-	5) KS: Superhumans (3 Active Points)	2
	Scientist	3
15-	1) Science Skill: Anatomy (3 Active Points)	2
15-	2) Science Skill: Bacteriology/Virology (3 Active Points)	2
15-	3) Science Skill: Biochemistry (3 Active Points)	2
15-	4) Science Skill: Biology (3 Active Points)	2
15-	5) Science Skill: Chemistry (3 Active Points)	2
15-	6) Science Skill: Genetic Engineering (3 Active Points)	2

15-	7)	Science Skill: Medicine (3 Active Points)	2
15-	8)	Science Skill: Microbiology (3 Active Points)	2
15-	9)	Science Skill: Nanotechnology (3 Active Points)	2
17-	10)	Science Skill: Neurokinesis (5 Active Points)	4
15-	11)	Science Skill: Neurology (3 Active Points)	2
15-	12)	Science Skill: Pharmacology/Toxicology (3 Active Points)	2
15-	13)	Science Skill: Psychology (3 Active Points)	2
15-	14)	Science Skill: Surgery (3 Active Points)	2
15-	15)	Science Skill: Virology (3 Active Points)	2
11-	16)	Science Skill: Xenobiology (2 Active Points)	1
		Traveler	3
11-	1)	AK: Amazon Basin (2 Active Points)	1
11-	2)	AK: Polynesia (2 Active Points)	1
11-	3)	CK: DFW Metroplex (2 Active Points)	1
Total Skills Cost			209

PERKS

Description	Cost	
Fringe Benefit: Black Belt, Federal/National Police Powers, License to practice medicine	5	
Money: Filthy Rich <i>Notes: Not quite up to Julie Dormyer Hawkins level of Filthy Rich, but he's not hurting for \$\$ from all his royalties and capital gains</i>	11	
Biocave: Base <i>Notes: Bob's name, not his.</i>	100	
Biomobile: Vehicle Equipment Points: 250	110 40	
Well-Connected <i>Notes: There's a distinct biotech slant to these contacts, in case you haven't noticed...</i>	3	
1) Starforce/Ladyhawk: Contact: Bob and Julie Hawkins (Contacts have extremely useful Skills or resources, Contacts have significant Contacts of their own, Very Good relationship with Contacts) (11 Active Points) 14- <i>Notes: Well, he sort of lives next door these days...</i>	10	
2) Contact: Angelstone Laboratories (Contact has useful Skills or resources), Organization Contact (x3) (9 Active Points) 11-	8	
3) Contact: Center for Disease Control (Contact has useful Skills or resources), Organization Contact (x3) (9 Active Points) 11-	8	
4) Contact: Dr. Eclipse (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own) (6 Active Points) 11- <i>Notes: By now, she's probably a *retired* superheroine in the Boston area (professor at Harvard Medical?)</i>	5	
5) Contact: Dr. Silverback (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) (6 Active Points) 11-	5	
6) Contact: Goodman Institute (Contact has useful Skills or resources), Organization Contact (x3) (9 Active Points) 11-	8	
Total Perks Cost		313

COMPLICATIONS

Description	Points
Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	20
Hunted: PRIMUS Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Watching) <i>Notes: Replace with a Texas Guard-related Hunted starting in 2012</i>	15
Hunted: Institute for Human Advancement Infrequently (Mo Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)	20
Negative Reputation: Former Master Supervillain, Infrequently	5
Psychological Complication: Scientific Curiosity (Common; Moderate)	10

Psychological Limitation: Must atone for past misdeeds (Common; Strong)

15

Social Limitation: Public Identity (Frequently; Major)

15

Total Complications Points 100

Biomaster**INFORMATION****Powers/Tactics**

With his gauntlets on, he can use his latent neurokinetic powers at range with no END expenditure on his part. This gives him an impressive array of specialty ranged attacks and drains. In combat, he likes to stay at range and set up teammates with those powers. Despite the neurokinetic powers, he is more than capable of bulking up and wading into hand-to-hand combat. That black belt in Tae Kwan Do didn't earn itself, you know...

As a supervillain, he would have had 16 400-point followers (100 points) to represent his latest hirelings and most of his equipment pool would have been tied up with his latest plot device.

Campaign Use

Since 1993, Matt lives in the house next door to Stately Dormyer Manor (800 Stowe Lane, Lakewood Village TX). He is (in)famous for inviting himself into whatever party is being hosted at Dormyer Manor. To the Clan Hawkins children, he is "Uncle Matt" -- which is kind of ironic considering their parents and he spent 10 years between 1982 and 1992 pounding the crap out of each other. He is the doctor of record for all of Bob and Julie's children -- which was necessary because at that time he was the ONLY person on Earth with any expertise in Varanyi medical nanotech, and Julie's nannies successfully crossed the placental boundary during each pregnancy.