

Character Name: **Biomaster**

AKA: Dr. Matthew Fuseli

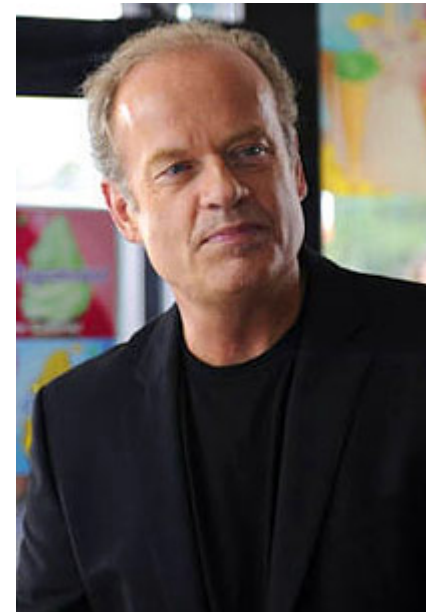
Genre: Superheroic

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-
45	PRE	10	35	18- PRE Attack: 9d6
12	OCV	3	45	STR Dmg: 4d6/8d6
12	DCV	3	45	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	
60	END	20	8	
20	BODY	10	10	
80	STUN	20	30	
12m/32m,	Run	12	0	
4m	Swim	4	0	
4m/44m	Leap	4	0	
Total 400				

CHARACTER IMAGE



EXPERIENCE POINTS

INFORMATION

Eye Color: Brown

Height: 1.80 m

Total earned:	950
Spent:	947
Unspent:	3
Base Points:	650
Complication Points:	100
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Characteristic Points:	400
Power Points:	573
Talent Points:	77
Martial Art Points:	50
Skill Points:	187
Perk Points:	310

Total Points: 1597

MOVEMENT

Type	Top Speed
Run	12m/32m, [24m/64m NC]
Swim	4m [8m NC]
H. Leap	4m/44m [8m/88m NC]
V. Leap	2m/22m [0m NC]

Hair Color: Brown

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 roughly in 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.

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 Tlokon (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 Tlokon and install Sage on the Sh'Garothayn Throne, he found himself turning into a superHERO instead of a supervillain. He accepted membership on TASK 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 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.

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

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	30	STUN:
Melee Damage	4d6/8d6	
Physical Defense	8/33	/80
Res. Phys. Defense	0/25	END:
Energy Defense	6/31	
Res. Energy Defense	0/25	/60
Mental Defense	10	BODY:
Power Defense	20	/20

COMBAT VALUES

OCV: 12

DCV: 12

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

Martial Disarm	1/2	-1	+1	Disarm; 50 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

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

ATTACK POWERS

Name	Effect	END
Synaptic Interference	12d6 Drain	18
Area Synaptic Interference	8d6 Drain	18
Sensory Shutdown	12d6 Flash	18
Area Sensory Shutdown	8d6 Flash	18
Seizure Induction	8d6, 8 PD/8 ED Entangle	18
Sedative	12d6 Drain	[4]
Find Weakness	Combat Skill Levels STR	2

DEFENSE POWERS

Name	Effect	Defense	END
Pain Resistance	Damage Reduction	0	0
Pain Resistance	Damage Reduction	0	0
Resilience	Power Defense	10	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

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

Name	Effect	END
	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
	Life Support	0
DNA Profile	9- Detect	0
Polarized Lenses	(10 points) Flash Defense	0
Noise-cancelling earbuds	(10 points) Flash Defense	0
Psionic scrambler	10 points total Mental Defense	0
	High Range Radio Perception	0
Target Designation	Combat Skill Levels	

Biomaster**POWERS**

END	Description	Cost
	Neurokinesis: Multipower, 180-point reserve, (180 Active Points); all slots No Range (-1/2)	120
18	1) Synaptic Interference: Drain 12d6, (Any Characteristic; +1/2) (180 Active Points); No Range (-1/2)	12f
18	2) Area Synaptic Interference: Drain 8d6, Personal Immunity (+1/4), Area Of Effect (8m Radius; +1/2), (Any Characteristic; +1/2) (180 Active Points); No Range (-1/2)	12f
18	3) Sensory Shutdown: Sight, Hearing, Smell/Taste, Touch and Mental Groups Flash 12d6, Armor Piercing (+1/4), Attack Versus Alternate Defense (Power Defense; +1) (180 Active Points); No Range (-1/2)	12f
18	4) Area Sensory Shutdown: Sight, Hearing, Smell/Taste, Touch and Mental Groups Flash 8d6, Armor Piercing (+1/4), Personal Immunity (+1/4), Area Of Effect (8m Radius; +1/2), Attack Versus Alternate Defense (Power Defense; +1) (180 Active Points); No Range (-1/2)	12f
18	5) Seizure Induction: Entangle 8d6, 8 PD/8 ED, Cannot Be Escaped With Teleportation (+1/4), Takes No Damage From Attacks All Attacks, STR only to break out (+1) (180 Active Points); Vulnerable (Common; mental attacks; -1/2), No Range (-1/2), Vulnerable (Uncommon; biomanipulation attacks; -1/4)	8f
	<i>Power Gauntlets, all slots OIF (-1/2)</i>	
0	1) Power Gauntlets: Buy off "No Range" Limitation, (Any Neurokinesis Multipower Slot; +1/2), Expanded Effect (x2 Characteristics or Powers simultaneously) (Pool and active slot; +1/2) (120 Active Points); OIF (Gauntlets; -1/2)	80
0	2) Reduced Endurance (0 END; +1/2) for up to 180 Active Points of any Neurokinesis Multipower slot, Any Multipower Slot (+1/2*) (135 Active Points); OIF (-1/2)	90
	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)	48
	<i>Notes: This is used for things that aren't really attacks</i>	
[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)	3f
	<i>Notes: Uses Simplified Healing Rules (HG6ed 1:234); apply BODY *and* STUN rolled to those stats.</i>	

[4]	<p>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)</p> <p><i>Notes: Remember, boys and girls, that each 2 END below 0 is 1d6 NND STUN (!)</i></p>	3f
[2 cc]	<p>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 by changing charge clips in injector; -1/2), Incantations (Must Ask Questions Verbally; -1/4)</p>	2f
	Great Intellect: Multipower, 75-point reserve	75
	<p>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)</p>	1f
0	<p>2) Anticipation: Precognitive Clairsentience (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)</p>	2f
0	<p>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)</p>	2f
	<i>Personal Body Control, all slots Unified Power (-1/4)</i>	
0	<p>1) Pain Resistance: Energy Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON roll; -1/2), Unified Power (-1/4)</p>	8
0	<p>2) Pain Resistance: Physical Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON roll; -1/2), Unified Power (-1/4)</p>	8
0	<p>3) 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)</p>	9
0	<p>4) Regeneration (1 BODY per Hour) (8 Active Points); Unified Power (-1/4)</p>	6
0	<p>5) Resilience: Power Defense (10 points) (10 Active Points); Does not protect anything bought through a focus (-1/2), Unified Power (-1/4)</p>	6
	<p>6) Stop Bleeding: Paramedics 20- (13 Active Points); Only To Stop Bleeding (see text; -1), Unified Power (-1/4)</p>	6
	Personal Body Control: Multipower, 20-point reserve, (20 Active Points); all slots Unified Power (-1/4)	16
2	<p>1) +20 STR (20 Active Points); Unified Power (-1/4)</p>	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
0	Heightened Senses: +4 PER with all Sense Groups	12
0	Nightvision	5
0	Ultrasonic Perception (Hearing Group)	3
Total Powers Cost		573

EQUIPMENT

END	Item	Cost
0	Destreum Nanoweave Armor: Resistant Protection (10 PD/10 ED/10 Power Defense), Hardened (+1/4), Impenetrable (+1/4) (67 Active Points); OIF (-1/2) <i>Notes: A gift from Bob</i>	\$45
	<i>Armor Core Systems, all slots Linked (???; -1/2), OIF (-1/2), Unified Power (-1/4)</i>	\$30
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) 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)	
	<i>Mask, all slots OIF (-1/2), Unified Power (-1/4)</i>	\$53
	<i>Notes: 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)

TALENTS

Description	Cost
Heightened Reflexes: Combat Luck (15 PD/15 ED)	30
Heightened Awareness: Combat Sense (Analyze, Discriminatory) 15-	25
Eidetic Memory	5
Lightning Calculator	3
Resistance (+5 to roll)	5
Simulate Death (+2 to roll)	5
Speed Reading (x10)	4
Total Talents Cost	77

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
18-	Acting	3
15-	Breakfall	3
18-	Bureaucratics	3
18-	Charm	3
15-	Combat Driving	3
15-	Computer Programming	3
15-	Concealment	3
18-	Conversation	3
	Cramming	5
15-	Deduction	3
15-	Electronics	3
15-	Forensic Medicine	3
10-	High Society	2
15-	Inventor	3
18-	Oratory	3
16-	Paramedics	5
18-	Persuasion	3
15-	Power: Neurokinesis	3
15-	Systems Operation	3
15-	Tactics	3
	TF: Common Motorized Ground Vehicles, Grav Vehicles/Hovercraft, Hanggliding, Jetskis, SCUBA, Snowboarding, Windsurfing	7
15-	Weaponsmith (Nanotech Weaponry)	2
	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 187

PERKS

Description	Cost
Fringe Benefit: Black Belt, Federal/National Police Powers, License to practice medicine	5
Money: Wealthy	10
Biocave: Base <i>Notes: Bob's name, not his.</i>	100
Biomobile: Vehicle Equipment Points: 250	108 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-	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	310

COMPLICATIONS

Description	Points
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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)	15
Hunted: Institue 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 most of their 20's 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.