

Joey Bazooka



Even in the ranks of Project Mayhem -- once the youth wing of what was a united parasupremacist movement, now just one of many factions -- information about their leader is on a need-to-know basis, with the final hazing ritual for probies being the moment that they are told that the great leader goes by the ops moniker Joey Bazooka. Laughing, at that moment, is ill-advised. Even after they learn this secret, they are unlikely to meet the brilliant strategist who will lead them to victory, nor learn much about him beyond rumors.

The few members who have survived long enough to be considered comrades in the struggle have been trusted with the truth. The man called Joey Bazooka is a time traveler from a future only a few short decades away, when simply possessing superpowers is an illegal act and using them for any purpose a capital crime. In a desperate attempt to prevent this, Joey Bazooka stole a time machine and traveled back to the last moment before this nightmarish future became inevitable and joined forces with Hadron to prevent it from coming to pass. **Hadron** charged Joey Bazooka to begin training the younger members of the movement to fight the war that was coming, so that this time it would end in victory for the Coming Race.

All of that is lies. He was born Josef Ivanovich Novikoff in Samara, fifty-four years ago. During basic training for the Red Army, he was identified as a superpower and promptly transferred to

the **SNM**, then under the command of **Remontnik**. Any excitement he might have felt about this elite assignment faded when it became apparent that his only power was the ability to generate an energy field around himself that afforded him no real protection beyond whatever concealment it granted. Novikoff took full advantage of the cybernetics program that the SNM offered to enhance himself so that he had the power that he had even then dreamed about.

Eventually, however, the Soviet Union fell, the Assembly was shut down and Novikoff was transferred to a different branch of the security apparatus, which involved duties that were both boring and unlikely to lead to his advancement. On the other hand, it had plenty of opportunities for corruption, which he, again, exploited for all that they were worth, less to enrich himself than to ensure that he had enough money to keep his cybernetics at the state of the art or as close to it as he could manage. By 2005, though, he was forced to flee from this existence rather than be apprehended, ironically by **a certain FSB agent** who would go on to follow in his footsteps.

Embarking on the life of a mercenary supervillain, Novikoff (then going by the alias **шифр**, or Cipher) found the work more enjoyable, but no less frustrating in its prospects than his work for the government had been. Every time he attempted to put together something big, it would be torn down, either by obnoxious superheroes or villainous rivals. While it was easy to blame others for these failures, he began to suspect that they came from some lack in himself, something he was missing that would allow him to enter the big leagues, leading him to examine those who were already there. The subject who attracted his immediate attention was Hadron and the parasupremacist movement.

By 2013, he had come up with a plan that he thought might work. Having changed his appearance to be unrecognizable, he came to the assistance of a group of parasupremacists and demanded to be taken to see Hadron. He was subsequently amused by the incredible naïveté that the movement demonstrated when it came to operational security, for he was simply brought to see the man he wanted to see -- no attempt to hide his location, no mind probes, nothing! Regardless, he gave his speech to the man in charge.

Hadron was not fooled in the slightest, but he also could not be bothered to expose the fraud. He did not give "Joey Bazooka" any assignment, but, again, did not contradict him when the latter claimed to be building an army for the movement. Since Bazooka did seem to have a certain talent for organizing these matters, it was best to just let him do so. It was unlikely that they could be any real threat to Hadron, but they might be a serious threat to the enemies of the movement.

Hadron is gone, now, and Joey Bazooka and Project Mayhem still exist. Their goal remains the same -- to prevent the dark future from coming to pass. (Actually, to gain power and wealth -- still used mostly to keep his cyberware at the cutting edge.) Anything is acceptable in pursuit of that goal. (That part is true.) The arrival on Earth of **the Sprawl** has greatly interested him, but his current goal is to inveigle **the students of the Bethany Ryan School** to join his following.

Joey Bazooka -- PL 10

Abilities:

STR 5 | STA 4 | AGL 4 | DEX 3 | FGT 7 | INT 4 | AWE 4 | PRE 4

Powers:

Aura of Power: Visual Concealment 4, Partial, Passive - 2 points

Blaster Cannon: Array (20 points); Easily Removable (-8 points)

- **Blast Setting:** Ranged Damage 10 - 20 points
- **Bright Setting:** Burst Area Cumulative Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to one sense - 1 point

Cyber Eye: Enhanced Advantages 2 (Improved Aim, Precise Shot [ranged, cover]); Senses 2 (darkvision) - 4 points

Advantages:

Assessment, Benefit 2 (cipher 2), Daze (Intimidation), Equipment 5, Evasion, Improved Initiative, Improved Smash, Improvised Tools, Jack-of-all-Trades, Ranged Attack 3, Well-informed.

Equipment:

"Power Truncheon" (Strength-based Damage 4), Body Armor (Protection 4), and 17 points of equipment as needed.

Skills:

Athletics 4 (+9), Close Combat: Truncheon 4 (+11), Deception 8 (+12), Expertise: Military 7 (+11), Insight 5 (+9), Intimidation 6 (+10), Investigation 5 (+9), Perception 5 (+9), Ranged Combat: Blaster 4 (+7), Stealth 5 (+9), Technology 5 (+9).

Offense:

Initiative +8

Unarmed +7 (Close Damage 5)

Truncheon +11 (Close Damage 9)

Blast Setting +10 (Ranged Damage 10)

Bright Setting -- (Burst Area Affliction 10)

Defense:

Dodge 9, Parry 11, Fortitude 7, Toughness 8/4, Will 7

Totals:

Abilities 70 + Powers 19 + Advantages 20 + Skills 29 + Defenses 15 = 153 points

Offensive PL: 10

Defensive PL: 10

Resistance PL: 7

Skill PL: 7

Complications:

Power--Motivation. Electrical (becomes Dazed, Stunned, and Incapacitated by Nullify Technology.) ***Secrets*** (not really a time traveler, much less powerful, etcetera.) ***Temper.***

Update 2022: While initially displeased by the arrival of **Vendetta**, who proceeded to blackmail him into giving him the resources he needed to pursue a scheme involving the martial arts tournament in Bhutan, watching those machinations come to naught proved amusing. Besides, Bazooka recognizes that he can still get a fair amount of use out of the lad and, especially, his insider knowledge of the heroic community. For now, he is treating Vendetta as a respected ally in the struggle, telling his followers that his arrival marks a turning point in the history of the world to come. Bazooka has no idea how right he is ...