

TASKMASTER

"I have studied you, I know all your moves intimately... you are no longer a threat"



Power Level: 18 **Concept:** Trainer

Occupation: Professional criminal and Trainer

Str	Dex	Con	Int	Wis	Cha	Melee
18	20	20	16	18	13	+13
+4	+5	+5	+3	+4	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+7	+5	+7	+4	30	+14
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +7, Balance (Dex) +7, Bluff (Cha) +3, Climb (Str) +5, Disguise (Cha) +3, Drive (Dex) +6, Escape Artist (Dex) +6, Gather Information (Cha) +3, Innuendo (Cha) +3, Intimidate (Cha) +5, Jump (Str) +5, Listen (Wis) +5, Pilot (Dex) +6, Profession - Teacher (Wis) +6, Repair (Int) +4, Science - Criminology (Int) +6, Search (Int) +5, Sense Motive (Wis) +5, Spot (Wis) +6, Survival (Wis) +5

Initiative

+9

DEX

Dma Bonus

+4 S/L

Fists and Feet

DEFENSE

19/24

Flat Footed

CHARACTERISTICS

Real Name: Unknown
Height: 6' 2"
Weight: 220 lb.
Eyes: Brown
Hair: Brown
Birthplace: Bronx, New York City
Group Affiliation: Former member of Frightful Four
Headquarters: Mobile
Relatives: None
Other Aliases: None
Marital Status: Single
First Appeared: Avengers Vol 1. #195

HISTORY

The man who would become the Taskmaster first demonstrated unusual abilities during childhood. After watching a cowboy show on television, he found himself able to duplicate the sophisticated rope tricks he had just watched the cowboy perform. Psychiatrists, called in at the mother's request, termed the boy's rare ability "Photographic Reflexes". He employed his talent several times during his youth for professional gain, most notably when he became a star quarterback of his high school football team after watching one pro football game. Upon graduation, he briefly considered a career as a crimefighter, but opted for becoming a criminal, which he perceived to be more lucrative.

Taskmaster then began a program of observing the fighting techniques of a large number of superhumanly powered adventurers through archival television news broadcasts. He initially used his fighting skills to execute several successful grand larcenies, but he had not properly anticipated the dangers involved. He decided to use his stolen capital to establish a center for training aspiring criminals to become polished professionals. His goal was to become a supplier for

FEATS

Accurate Attack, Assessment, Attack Focus (Unarmed), Attack Focus (grappling), Attack Focus (armed), Attack Focus (Ranged), Blind Fight, Chokehold, Dodge, Expertise, Improved Grapple, Improved initiative, Improved Pin, Improved Trip, Infamy, Leadership, Lightning Reflexes, Move by Attack, Point blank Shot, Precise Shot, Power Attack, Startle, Stunning Attack, Surprise Strike, Throwing Mastery, Toughness, Whirlwind Attack

POWERS

Combat Sense +10: Taskmaster has such super humanly attuned reflexes that help warn him of impending danger and second-guess his opponent's moves. When he is surprised, flat-footed, or otherwise in a situation in which he would normally lose his dodge bonus to Defence, he can retain a dodge bonus equal to his Combat Sense rank up to his normal dodge bonus. [Source: Training; Cost: 1 pp]

Mimic (Photographic Reflexes) +10: Taskmaster has the ability to study his opponents for three consecutive rounds and duplicate the targets physical statistics (Str, Dex and Con) up to his power rank in ability bonuses (including any super ability tanks) and any combat feats they may have (a number up to power rank) by making a power check opposed by the targets Will saves to learn the intricacies of their moves. The knowledge gained is retained indefinitely once learned without need to re-study an opponent, though only one subjects moves (stats and feats) can be mimicked at any one time. [Extras: Continuous, Ranged - Sight, Retained Knowledge - Permanent, Additional Attribute - Feats and Powers (combat related only); flaws: Limited - Must

WEAKNESSES

PERSONALITY

Taskmaster is normally never directly encountered by heroes. He prefers to make his profit by the relatively safe means of training thugs and assistants for more activist supervillains. Taskmaster only fights when super heroes discover one of his training schools. Even then, he will attempt to flee as soon as the battle turns against him.

MORE HISTORY

criminal organizations around the world. Designing a costume, he took the name Taskmaster and began to train a large number of thugs at this criminal academy located near the town of Southampton on New York State's Long Island.

This crime college was forced to cease operations when its front organization, the Solomon Institute for the Criminally Insane, was exposed by the Avengers (AVENGERS VOL 1 # 194-196). Taskmaster's chief business administrator, Dr. Pernel Solomon, afflicted with a serious heart condition, had forced the academy's scientific staff to generate a clone of himself, with the purpose of using its heart for a compatible transplant. The clone, artificially aged to adulthood, escaped and alerted the Avengers to the existence of the criminal institute. Although the Avengers apprehended most of the Solomon Institute's personnel, Taskmaster escaped.

Taskmaster established a new academy in a warehouse on Manhattan's lower west side, but the crimefighters Spider-man I and Ant-Man II, following separate leads, discovered the place and thwarted Taskmaster's plan to rob nuclear material from a scientific supply house (MARVEL TEAM-UP VOL 1 # 103). Taskmaster was again forced to flee. Claiming to have established technical institutes for criminals across the country.

Taskmaster was next observed at the Carson Carnival of Traveling Wonders, a small company that happened to have given Hawkeye I his first job as an archer as a youth. Taskmaster was using the carnival as a traveling front for his operations until Hawkeye I and Ant-Man II compromised it (AVENGERS VOL 1 # 223). Again, the Taskmaster managed to escape custody.

Deciding to further explore the use of a circus as a front for his academy, Taskmaster took over yet another small outfit, and used it for many months to great success. However, while it was playing a small town in Ohio, the Thing and Vance Astrovik, currently known as Justice, assisted a government agent in foiling Taskmaster's activities (THING # 26). The agent took Taskmaster into custody, but there is reason to believe that it was one of Taskmaster's men wearing his costume they captured, not the real Taskmaster.

VEHICLE

Vehicle Type: Size: Movement: Hardness:
Armour Bonus: Cost: Features:

MORE POWERS

study an opponent fighting, Limited - Only physical attributes; Limited - only combat feats;
Source: Mutation/Training; Cost: 6 pp]

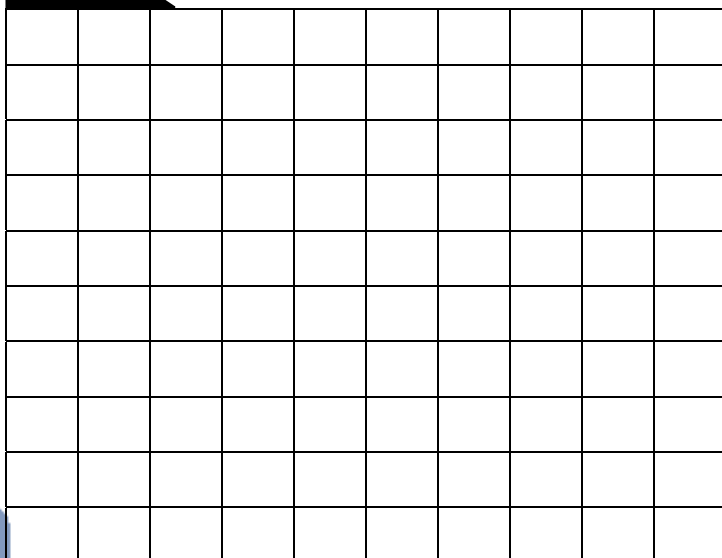
**GM's Note:* retained knowledge extra was effectively treated as a second duration, which was then raised to Permanent from the base sustained.

Also Taskmaster is recorded as having learnt the fighting styles of: **Ant-Man II, Batroc, Boomerang, Bushwacker, Captain America I, Blacklash, Black Knight III, Captain Marvel III, Daredevil, Deadpool, Elektra, Falcon, Fatale, Firestar, Hawkeye I, Justice, Iron Fist I, Machete, Oddball, Puma, Punisher, Silverclaw, Spider-man I, Shatterhead, Swordsman I, Tigra, USAgent, Warbird, Wolverine, and Zaran**

DEVICES

1. Sword;
Dmg: +3L Cost: 3
2. Shield;
Dmg: +5L Effect: Deflection +4 Cost: 9
3. Billy Club;
Dmg: +2S Cost: 2
4. Pistol;
Dmg: +5L Cost: 5
5. Grenades (frag);
Dmg: +6L Extras: Area; Flaws: Uses; Cost: 6

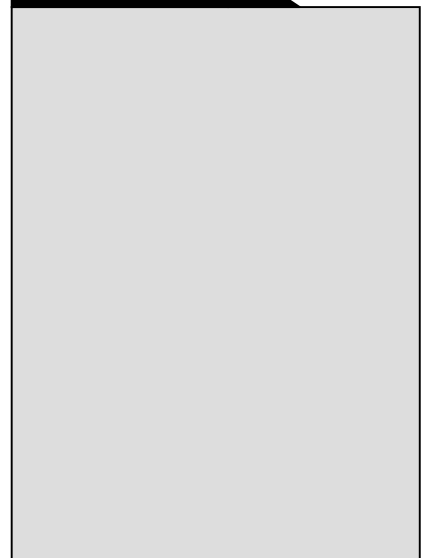
MAP



MAP FEATURES

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HEADQUARTERS



NOTES

VILLAIN POINTS

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