



Bahamut

NOW YOU SHALL KNOW MY WRATH!!!

Power Level: 11

Concept: Transformed Scientist

Hero Points: 7

Attributes
Saves
Combat Stats

| | | | | | |
|-----------------------------|---------------------------------|-----------------------------|---------------------------|------------------------|------------------------|
| STR 20 +5 | DEX 12 +1 | CON 20 +5 | INT 10 +0 | WIS 10 +0 | CHR 14 +2 |
| Damage +7 Save | Fortitude +12 Save | Reflex +6 Save | Will +5 Save | | |

Combat Stats

| | | |
|--|---------------------------------|-----------------------------------|
| Melee +11 Base 8 | Ranged +7 Base 8 | Initiative +5 Base 1 |
| Defense 16/15 Flat Footed | Speed 50/70 Flight | Damage 16s Punch |

Skills

Intimidate +13 (11), Knowledge: Mythology +4 (4)

Feats

Great Fortitude, Heroes Luck, Heroic Surge, Identity Change, Immunity: (Starvation, Pressure, and Suffocation), Improved Initiative, Power Attack, Rapid Healing, Rapid Strike, Rapid Takedown, Startle, Takedown Attack, Toughness.

Powers and Special

Growth +8: Bahamut stands 30 feet tall and weighs over 10 tons. As such he is vastly strong, hard to damage, and hard to move when he has his feet on the ground. Combined with his draconic appearance, he looks vastly formidable and has a reach of 15 feet. [Extra: Continuous; Flaw: Always On, Full Power Only, Hero Form Only; Source: Unknown; Cost 5pp.]

Super-Strength +3: Bahamut is even stronger than his monstrous size indicates, with a primal, massive power that is nearly impossible to resist. His total Super-Strength and Protection are +11. He can lift a maximum of 3200 tons. [Extra: Protection; Flaws: Hero Form Only; Source: Unknown; Cost 4pp.]

Flight +10: Using his massive wings and powerful muscles, Bahamut is able to fly at sub-sonic speeds. His full speed is a little over 1600 mph, but he can only fly at a fraction of that speed and maintain maneuverability. [Stunt: Super Flight; Flaws: Hero Form Only, Wings; Source: Unknown; Cost 1pp.]

Amazing Save (Fortitude) +5: Whatever changed John into Bahamut made him very lucky — at least when it comes to not dying. In all of his forms he shows a resilience and ability to survive that is beyond that of most men. [Extra: Will, Reflex; Source: Unknown; Cost 3pp.]

Weaknesses

Berserker: When wounded. Will Save (DC 20) to avoid.

Transformation: To Neo-Bahamut when Berserk for more than 5 rounds.

Human Form

PL: 4. **Str** 10 (+0), **Dex** 12 (+1), **Con** 10 (+0), **Int** 20 (+5), **Wis** 12 (+1), **Chr** 10 (0). **Saves:** Damage +5, **Fort** +5, **Ref** +6, **Will** +6. **Melee Attack** +1, **Ranged Attack** +2, **Defense** 13/12. **Move** 30. **Damage** 0s. **Skills:** *Computers* +10 (5), *Jimmy* +10/+6 (5), *Profession (Military Scientist)* +6 (5), *Science: (Biology, Physics)* +15 (7). **Feats:** *Identity Change*, *Skill Focus: Science*. **Weakness:** *Transformation*

Personality

As John Spencer he is a good hearted man who is bit unconfident and reclusive, having trouble talking with people or asserting himself in an effective way.

As Bahamut he is arrogant and a bit violent, more like a force of nature than a man. Loud, brash, and pushy it is hard for the dragon to get along with anyone.

Neo-Bahamut is a raging force of destruction, a typhoon giving flesh.

History

John Spencer was a biologist working on the top secret Pentateuch project for Crown International, one of the largest R&D firms in America. He had a fiancé (Julie Drake), a nice home, a great car, and just about everything that a red blooded American male might want. Except, of course, for a spine. John was a rather inhibited man, not a coward by any means, but unable to stand up for himself against bullies and cheats.

John's life changed when the Pentateuch project went wrong. During experiment Det-233 one of the hermetic seals on a special shipment from Armenia burst, and John and two other scientists were sprayed with unknown bacterial agents. When he was placed in isolation for decontamination John went insane, and in his berserker rage he turned into the rampaging draco-form known as Bahamut. Even the formidable security of Crown International was unable to stop the beast, and by the time John regained consciousness he found himself alone, naked, and miles away.

Afraid and alone John went to Julie, only to find that she had been killed by agents of Sephiroth, a mysterious cabal with ties to Crown International. Framed for her murder, John was forced to flee.

Now John, and Bahamut, search for justice, answers, and a way to control the rampaging power that lives in the heart of this once mild-mannered scientist.