

JACOB E. BLACKMON'S ICONIC LEGENDS



MAKO



WATCH
OUT FOR...
MAKO
SHARK!

JB
2015



SUPER POWERED LEGENDS



Mizushima Jiro had a promising career as an Olympic-level swimmer. It had been the profession of both his father and grandfather before, and both expected Jiro to be just as capable of bringing honor to their country and family. The expectations of his family weighed heavily on Jiro, and he turned to the use of performance-enhancing drugs to keep up with the increasing demands of both his father and his trainer. When Jiro's trainer discovered the swimmer using drugs, he threatened to tell his father. Jiro begged to be allowed to tell his family on his own.

Jiro stopped using the drug, but continued to conceal their use from his family. Without the enhancements, Jiro's performance began to fall below acceptable levels. Determined to overcome this ignoble turn of events, Jiro traveled to the disreputable island country of Kejahatan. Here, he sought out the services of the villainous Doctor Jeste to augment his physical body at the genetic level. Jeste used the DNA of a powerful bull shark to transform Jiro from a normal human to a powerful and unbeatable swimmer. Jiro felt his body grow stronger than he had ever expected. He eventually returned home from his "sabbatical" and prepared himself for the Olympic Games.

Arriving to the Olympics, Jiro tried to ignore the strange pains his body was starting to experience. He also had a seemingly insatiable hunger that no amount of food could sate. It was only when Jiro was swimming alongside several other competitors that Jiro discovered the true horror he had become! By the time he came to his senses, all Jiro could hear was screaming. But the blood he tasted in the water was fulfilling the cravings he desired. Looking down at himself, Jiro saw he had been transformed into a human shark! He saw the horror in the eyes of his family and knew that there was no going back.

MAKO SHARK

Jiro escaped into the ocean before the authorities could catch up to him. He turned his back on humanity, embracing the monster he felt he had become. Under the sea, Jiro soon came in contact with the aquatic inhabitants of Atlantis. While these aquatic folk were stronger than a normal human, Jiro discovered he was still stronger. He decided to make Atlantis his home by force; perhaps even becoming its ruler! Unfortunately, Jiro was unprepared for the sheer power of Atlantis' current King Ravas.

As Mako Shark, Jiro has tried many times to take the Atlantean throne for himself. He seeks any allies he can to aid in his quest. He has even joined the ranks of the Overlords with the promise of Hauptman Klaue that Jiro will rule the oceans when the Overlords have conquered the surface!

Motive: Rule Atlantis and the world's oceans

Environment: Ocean and coastal regions

Health: 42

Damage Inflicted: 7 for most attacks 10 when biting

Armor: 2

Movement: Short, Long when swimming

Modifications: Jiro possesses senses similar those of a shark, he is able to detect electronic signals and can easily smell blood in water. Bite attack as a level 10, Might defense as a level 9, all tasks involving strength are treated as if Mako Shark was a level 8, and a level 4 for intellect tests including mental defense. If removed from his special water-suit while out of the water, he is treated as 2 levels lower for all strength, attack or defense tasks.

Combat: On land or in shallow water Mako Shark tends to attack with his claws and fists. When swimming however, Mako Shark prefers to maul foes with his powerful bite. When he successfully bites his target, the victim takes damage and must make a Might defense roll. On a failure, Mako Shark holds the victim in place with his powerful jaws and shakes, automatically inflicting an additional 7 points of damage each round in which the victim fails a Might-based task to break free (not attempting to break free counts as a failed attempt). For a human-sized or smaller victim held by Mako Shark, the difficulty of all other tasks is increased by two steps.

Interaction: Since his augmentation, Jiro has taken on the personality traits of a shark. He is now a raging, cold-blooded killer with a lust for battle and a strong survival instinct. However, Jiro has also felt a strong sense of loneliness since his transformation. Upon occasion, the attentions of a beautiful woman have been able to curb his bloodlust.

Use: A plot of the Overlords requires Mako Shark to seize control of a yacht of important dignitaries and world financial leaders mid celebration.

Loot: Mako Shark may be found with one or two cyphers but rarely has any other items of value on him.

GM Intrusion: Mako Shark pulls a character under water unexpectedly and the victim gets a mouthful of water and finds itself sputtering and choking increasing the difficulty of all actions by 1 step for three rounds or until the character can succeed on a level 5 Might task whichever comes first.

Mako Shark

AKA: MIZUSHIMA JIRO

ATTRIBUTES

Prowess 7

Coordination 4

Strength 7

Intellect 3

Awareness 3

Willpower 4

Stamina 11

POWERS

Aquatic 4

Damage Resistance 5 (Dense Flesh)

Fast Attack 7

Immunity (Cold, High Pressure)

Strike 5 (Slashing) (Shark Teeth/Claws)

Super-Senses 1 (Additional Sense: Detect Electronic Signals)

Super-Senses 2 (Enhanced Scent)

Super-Senses 2 (Enhanced Sight)

Supers-Senses 1 (Tracking Sense)

SPECIALTIES

Athletics

Underwater Combat Expert

QUALITIES

"I Shall Rule the World beneath the Waves!"

Monstrous Appearance - Literally a Sharkman
Ruled by Bloodlust

Assume that Mako Shark has two power shifts in his bite attack, two in resilience and one in strength. These shifts are already figured into his modifications and other stats.

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