

Character Name: Faust
Alternate Identities: Robert Amery
Player Name: Cerberus



CHARACTERISTICS

Val	Char	Base	Points	Total	Roll	Notes
45	STR	10	40	45	18-	HTH Damage 9d6 END [4]
16	DEX	10	12	16	12-	
20	CON	10	10	20	13-	
10	BODY	10	0	10		
12	INT	10	2	12	11-	PER Roll 11-
10	EGO	10	0	10	11-	
13	PRE	10	3	13	12-	PRE Attack: 2 1/2d6
2	PD	2	0	30		30 PD (14 rPD)
2	ED	2	0	30		30 ED (14 rED)
4	SPD	2.0	20	4		Phases: 3, 6, 9, 12
15	REC	4	11	15		
30	END	20	2	30		
40	STUN	20	10	40		
12"	Running	12	0	12m		
4"	Swimming	4	0	4m		
4"	Leaping	4	0	4m		
172 Total Characteristics Points						

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	5
Spent:	5
Unspent:	0
Base Points:	400
Disad Points:	75
Total Points:	405

MOVEMENT

Type	Total
Run (12)	12m [24m NC]
Swim (4)	4m [8m NC]
H. Leap (4m)	4m
V. Leap (2m)	2m
Flight	50m [100m NC]

DEFENSES

Type	Amount
Physical Defense	30
Res. Phys. Defense	14
Energy Defense	30
Res. Energy Defense	14
Mental Defense	0
Power Defense	0

COMBAT INFORMATION

OCV: 9 **DCV:** 7

Combat Skill Levels:

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
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

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SKILLS

Cost	Name
0	AK: Millennium City 8-
3	Acting 12-
3	Breakfall 12-
3	Charm 12-
0	Climbing 8-
3	Combat Piloting 12-

POWERS

Cost	Power	END
50	Flight 50m	5
	Tough As Nails	
24	1) +14 PD, Hardened (+1/4), Resistant (+1/2) (24 Active Points)	
24	2) +14 ED, Hardened (+1/4), Resistant (+1/2) (24 Active Points)	
14	3) +14 PD	
14	4) +14 ED	

3	Concealment 11-	Power Absorption		
3	Conversation 12-	10	<i>STUN Drain</i> : Drain STUN 3d6, Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OCV against DMCV; +1/4) (37 Active Points); Skin Contact Required (-1), No Range (-1/2), Increased Endurance Cost (x2 END; -1/2), Perceivable (-1/4), Unified Power (Mimicry Pool Powers; -1/4)	8
0	Deduction 8-			
6	Jack of All Trades	46	<i>Metamorphic Power Replication</i> : Variable Power Pool (Mimicry Pool), 38 base + 60 control cost, (68 Active Points); Skin Contact Required (-1), Limited Class Only Powers the Target Has (-1/2), Requires A Roll (Power Absorption Skill roll; -1/2), Unified Power (STUN Drain; -1/4), Linked (STUN Drain; -1/4)	
0	1) PS: Auto Mechanic (2 Active Points) 11-	0	1) <i>Energy Blast</i> : Blast 10d6 (50 Active Points); Restrained (-1/2), No Knockback (-1/4), Beam (-1/4) Real Cost: 25	5
0	2) PS: Covert Field Agent (2 Active Points) 11-	0	2) <i>Light Flash</i> : Sight Group Flash 5d6 (25 Active Points); Restrained (-1/2), Increased Endurance Cost (x2 END; -1/2) Real Cost: 12	4
0	3) PS: Handyman (2 Active Points) 11-	0	3) <i>Suppress Light</i> : Darkness to Sight Group 4m radius (20 Active Points); Restrained (-1/2) Real Cost: 13	2
0	4) PS: Landscaper (2 Active Points) 11-	0	4) <i>Field Effect's Invisibility</i> : Invisibility to Sight Group (20 Active Points); Gestures (-1/4), Only In Alternate Identity (-1/4) Real Cost: 13	2
2	KS: Military 11-			
0	Language: English (completely fluent; literate) (4 Active Points)			
3	Mechanics 11-			
0	Paramedics 8-			
3	Persuasion 12-			
13	Power: Mimic Pool powers 16-			
3	Shadowing 11-			
3	Stealth 12-			
0	TF: Everyman Skill, Small Motorized Ground Vehicles			
51	Total Skills Cost	182	Total Powers Cost	

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DISADVANTAGES

Cost	Disadvantage
20	Hunted: Covert Government Agency Frequently (As Pow; NCI; Harshly Punish)
25	Psychological Complication: Code of the Hero (Very Common; Total)
15	Social Complication: Dark Secret: Worked for Covert Agency and is responsible for a number of deaths from information he provided to the government Infrequently, Severe
15	Social Complication: Secret Identity Frequently, Major
75	Total Disadvantages Cost

APPEARANCE

Hair Color: Auburn
Eye Color: Green
Height: 1.77 m
Weight: 96.00 kg

Description:
Faust wears a green and yellow costume with a half mask to hide his nose andmouth

BACKGROUND

Robert Amery was recruited out of college to work as a covert field agent by the government. His job was to infiltrate subversive groups, gather intelligence and identify the group's influencial members, plans and leaders. He soon relaized that subversive, terrorist, and dangerous label for these groups were often unjustified and served mainly as a means for the government to assert complete control and influence over the population. Whenever these groups organized to better a community or improve the lives of fellow citizens being unmet by the government, they were systematically destroyed from within, and their leaders eliminated. Sickened by his role in the despotic, secret and violent tactics of his own government, Robert resigned his position. He quickly learned, however, that the intelligence services was a job for life, and how long that life was depended entirely on how long you were willing to be a part of the group.

A wanted fugitive, Robert escaped an attempt on his life by government assassins, and he sought the help of the very people he had previously infiltrated. He worked with them for a time, organizing community charity programs to provide food, shelter and help to those forgotten by the system he had labored to defend. However, he apparently had not been the only undercover

agent to infiltrate the group and during a raid on their headquarters, Robert was captured. Instead of death, he was taken to an unknown facility and experimented on. The government was attempting to create slavishly obedient and biologically enhanced super soldiers and they were using non-conformists as a test pool. Weeks after undergoing psychological evaluations, he was due to be placed in one of the experiment cells, but a group of test subjects attempted a violent escape. Whether the rebels succeeded or not, Robert does not know, because during the subsequent fight that ensued, the lab he was nearest to exploded and he was exposed to an unknown energy type. He awoke hours later somewhere in the wilderness, the government facility in flames in the distance.

He made his way back to civilization, and established a new identity, but knowing that the government could easily identify him, he keeps a low profile doing odd jobs. Soon, however, he realized that he had somehow gain superhuman abilities, but was determined to keep his new identity secret and not reveal his powers. His mind was abruptly changed when he learned that his parents and siblings had disappeared in a government raid soon after he defected from the intelligence service and had not been heard of again. Angry and guilt ridden, Robert resolved to use his powers to defend the rights of the weak and to use his abilities for the betterment of society and to fight against the injustices of this world.

PERSONALITY

Robert feels a sense of responsibility to help those who are wronged, in trouble or abused by the government he onced served and to use his powers to that end.

POWERS/TACTICS

Faust's Power Absorption works through skin to skin contact to Mimic the power of a target. The process of "copying" a target's power makes the subject feel sick, lightheaded and nauseated and may even knock them unconscious. The extent and depth of Faust's absorption power is largely still untapped by the hero. So far, he's determined that the power is a form of psionic vampirism that physiologically chnages him at a cellular level. Once he has copied a power, he is able to replicate it long after the initial contact has occurred. After his escape from the government facility, he discovered that in addition to his ability to fly and superhuman strength, he'd obtained some light manipulating powers that allowed him to send focused high energy blasts from his eyes, and shoot bright flashes of light from his hands capable of blinding his targets and creating loud popping flash bombs that can blind and deafen targets. His skin is amazingly resitant to damage.

Faust's preferred tactic is to use his strength and flight ability to slam into combatants. He also likes to pick up the heaviest object she can find and use it to hit opponents. He likes to keep mobile and in flight to keep enemies away from her. He will also use her great strength to carry slower teammates quickly into the battle field.

Faust prefers to use his mimicry ability to mimic an opponent's power's first to booster his own defenses and secondarily mimic powers that will be most advantageous in combat to defeat opponents and exploit weaknesses.