

**Character Name:** Faceless  
**AKA:** Michael Norman Smith  
**Player:** Chris Wickline



## CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	15	5	12-	Lift: 200.0kg
DEX	16	12	12-	Initiative: 16
CON	18	8	13-	Stun Threshold: 18
INT	20	10	13-	PER Roll: 13-
EGO	15	5	12-	
PRE	18	8	13-	PRE Attack: 3 ½d6
OCV	5	10		
DCV	8	25		
OMCV	3	0		
DMCV	3	0		
SPD	4	20		Phases: 3, 6, 9, 12
PD	6/14	4		6/14 PD (0/8 rPD)
ED	6/10	4		6/10 ED (0/4 rED)
REC	16	2		
END	35	3		
BODY	10	0		
STUN	32	6		
Run	16m	0		
Swim	4m	0		
Leap	4m	0		

**Total Characteristic pts: 122**

## COMPLICATIONS

### Complication

Complication	pts
Hunted: U.S. Government Freq (Mo Pow; NCI; Watching)	15
Psych Comp: Patriot (Com; Strong)	15
Soc Comp: Secret ID Freq, Major	15
Soc Comp: Subject to Orders Freq, Major	15

**Total Complication pts: 60**

## EXPERIENCE

Source	pts
Earned	65
Spent	64
Unspent	1
Base pts	300
Complication pts	60
Total pts	364

## SKILLS

Skill	Cost
Everyhero	
1) CK: New York 8-	0
2) Climbing 8-	0
3) Concealment 8-	0
4) Conversation 8-	0
5) Language: English (idiomatic) (4 AP)	0
6) PS: FBI Agent 10-	0
7) Paramedics 8-	0
8) Persuasion 8-	0
9) TF: CMGV	0
FBI Agent	
1) Acting 13-	3
2) Criminology 14-	5
3) Deduction 14-	5
4) Disguise 13-	3
5) Interrogation 13-	3
6) KS: Law Enforcement 10-	2
7) Language: German (basic)	1
8) Lockpicking 12-	3
9) PS: Investigator 13-	3
10) Security Systems 13-	3
11) Shadowing 13-	3
12) Stealth 12-	3
13) Streetwise 13-	3
14) Tactics 13-	3
15) Tracking 13-	3
16) WF: Small Arms	2
Super	
1) +1 w/ Weapon Shapes	3
2) Power: Shapeshifting 12-	3
3) Teamwork 12-	3

**Total Skills Cost: 57**

## TALENTS

Talent	Cost
Everyhero	
1) Heroic Action pts: 2 (Everyhero)	0

**Total Talents Cost: 0**

## PERKS

Perk	Cost
FBI Agent	
1) Fringe Bene: FBI Special Agent	3
2) Fringe Bene: Federal/National Police Powers	3
3) Fringe Bene: Weapon Permit (where appropriate)	1
4) <i>FBI Contact</i> : Contact: Lawrence A. Williams (major access, own contacts, useful, limited by ID, Very Good relationship w/ Contact) 11-	6
Team Base Contribution Base	1

**Total Perks Cost: 14**

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## POWERS

Power	Cost	END
<i>Gear</i>		
1) <i>Hand-Held Radio</i> : Radio Perception/Transmission (Radio Group) (10 AP); OAF (-1), Sense Affected as Hearing as well as Radio (-½)	4	0
<i>Weapon Shapes</i> : MP, 45-point reserve, (45 AP); Side Effects, Side Effect occurs automatically whenever Power is used (RKA 1 pip, AVAD (Not Use Power; +1), Does BODY (+1) (15 AP); -½); all UniPow (Shape Shifting; -¼)	26	
1) <i>Blades</i> : HKA 3d6 (4d6 w/STR) (45 AP)	4f	4
2) <i>Clubs</i> : HA +9d6 (45 AP); HtH Attack (-¼)	3f	4
3) <i>Grow Limbs</i> : Extra Limbs (4) (5 AP)	1f	0
4) <i>Multi-Limbed Punch</i> : Blast 6d6, AoE (4m Radius; +¼), Selective (+¼) (45 Active Points); No Range (-½), Does not work with Stretching. (-½) <b>Notes</b> : Create multiple arms all around yourself in a 4m radius. Choose who to hit and who not to hit. Roll to hit for each target.	2f	4
5) <i>Putty-Like</i> : Desolidification (affected by Any) (40 AP); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½), Costs END To Maintain (Full END Cost; -½), Extra Time (FPh, -½) <b>Notes</b> : Slip through cracks and small holes like an octopus.	1f	4
6) <i>Putty-Limbed</i> : +45 STR (45 AP); Only to Grab or Escape Grab (-1)	2f	4
<i>Shape Shifting</i> , all UniPow (Weapon Shapes; -¼)		
1) <i>Conforms to Blows</i> : Knockback Resistance -10m (10 AP); Physical Attacks Only (-1), Must Be Aware of Attack (-¼)	4	0
2) <i>Putty-Limbed</i> : Stretching 12m (12 AP); x2 END (-½), Arms Only (-¼)	6	2
3) <i>Rubbery</i> : Energy DRed, 50% (20 AP)	16	0
4) <i>Rubbery</i> : Physical DRed, 50% (20 AP)	16	0
5) <i>Rubbery</i> : RProt (8 PD/4 ED) (18 AP)	14	0
6) <i>Shape Change</i> : Shape Shift (Sight, Touch, Hearing and Smell/Taste Groups), Imitation, Instant Change, Makeover, Costs END Only To Change Shape (+¼) (50 AP)	40	4
7) <i>Shovel Hands</i> : Tunneling 4m / 5 PD (14 AP); Gestures (-1/4), no NCM (-1/4), Unified Power (Weapon Shapes; -1/4)	8	1
8) <i>Springy Muscles</i> : Running +4m (16m total), x4 Noncombat (9 AP)	7	1
9) <i>Wound Shifting</i> : +10 REC (10 AP)	8	
10) <i>Wound Shifting</i> : Regen (1 BODY per Minute), Can Heal Limbs (19 AP); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1)	8	0

**Total Power pts: 170**

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## COMBAT SHEET

### CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	35	
BODY	10	
STUN	32	
RECOVERY	16	
STUN THRESHOLD	12	

### COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block Attacks, Abort
Brace	0	+0	½	+2 vs RMod
Choke	½	-2	-2	NND 1d6, Grab Neck, Prevent speaking
Cover	½	-2	+0	Target held at "gunpoint"
Disarm	½	-2	+0	Disarm, STR vs STR
Dive for Cover	½	+0	+0	Move, Abort, Fall Prone
Dodge	½	+0	+3	Dodge Attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can Squeeze, Slam or Throw
Grab By	½*	-3	-4	Move & Grab, +v/10 to STR
Haymaker	½#	+0	-5	+4 Damage Classes, +1 Segment to perform
Hipshot	½	-1	+0	+1 Initiative
Hurry	½	-2	-2	+1d6 to Initiative
Move By	½*	-2	-2	(STR/2) + (v/10)d6, attacker takes 1/3
Move Through	½*	-v/10	-3	STR + (v/6)d6, attacker takes ½
Multiple Attack	1	var	½	Attack multiple times
Pulling a Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ Body damage
Roll With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, Abort
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Snapshot	1	-1	+0	Strike then duck behind cover
Strafe	½	-v/6	+2	Make Ranged attack while moving
Strike	½	+0	+0	STR or weapon
Suppress	½	-2	+0	Continuous fire through area, must use Autofire
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Target falls

\* - May be performed after a Full Move.

# - Attack lands at end of following Segment.

### COMBAT VALUES

Combat Value	Full [Roll]	½ [Roll]	Zero [Roll]
Physical OCV	5 [16-]	3 [14-]	0 [11-]
Physical DCV	8	4	0
Mental OCV	3 [14-]	2 [13-]	0 [11-]
Mental DCV	3	2	0

#### Combat Skill Levels

+1 w/ Weapon Shapes

### MOVEMENT

Movement	Combat [Non-Combat]
Run	16m [64m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]

### RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

### ATTACKS

Attack	Damage	Stun X	Range	OCV	DCV	END	Notes
Melee	3d6	+0	0m	+0	+0	1	HtH
Blades	4d6k	+0	0m	+0	+0	5	HKA
Clubs	12d6	+0	0m	+0	+0	5	HA
Multi-Arm Punch	6d6	+0	0m	+0	+0	4	Blast, AoE (4m rad), No Range, Select, Not w/ Stretch
Putty-Limbed	60 STR	+0	0m	+0	+0	4	STR; Only to Grab or Escape Grab

### DEFENCES

Totals						
PD 6/14	rPD 0/8	ED 6/10	rED 0/4	MD 0	PowD 0	
Defence	Description					
Rubbery	Energy DRed, 50% (20 AP)					
Rubbery	Physical DRed, 50% (20 AP)					
Rubbery	RProt (8 PD/4 ED) (18 AP)					
Conforms to Blows	Knockback Resistance -10m; Physical Attacks Only, Must Be Aware of Attack					

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## BACKGROUND

### APPEARANCE

**Hair Color:** Brown **Eye Color:** Brown **Height:** 5' 10" **Weight:** 183 lbs

### Description:

### PERSONALITY

### ORIGIN

According to his birth certificate faceless was born. Michael Norman Smith. At Fordham Hospital in the Bronx, on June 3rd, 1913. He was left at an orphanage shortly after birth where he spent 12 years of his life. Always escaping only to come back when things got hard. Around the age of 13, a FBI agent, Harris Law, was looking into the orphanage due to some money ties. He noticed Michael's ability to escape and disappear only to return shortly later. He decided to adopt Michael and begin to train him. Michael now looks to Harris as a father and a mentor. At the age of 16 Micheal joined the FBI as an novice agent. Michael spends alot of his free time trying to figure out who his real parents are wondering if they are like him or that was the reason they gave him away. While on the job he is a true Patriot who loves his country and will do anything for it.

### POWERS