

Frankie the Face

500 Points

Attributes: ST 12 (Size, -10%) [18]; DX 10 [0]; IQ 15 [100]; HT 12 [20];

Secondary Characteristics: Will 16 [5];

Advantages: Alternate Form (Serpent) [15]; Fashion Sense [5]; High Pain Threshold [10]; Messenger Form [150]; Musical Ability 2 [10]; Omnilingual [40]; Rapier Wit [5]; Resistant to Disease (+8) [5]; Smooth Operator 2 [30]; Social Chameleon [5]; Unaging [15]; Unkillable 2 [100]

Disadvantages: Bad Temper (15) [-5]; Extreme Fanaticism (anti-authoritarian) [-15]; Gluttony (15) [-2]; Greed (15) [-7]; Jealousy [-10]; Laziness [-10]; Lecherous (15) [-7]; Overconfidence (9) [-7]; Selfish (9) [-7]; Secret (Exile or Imprisonment) [-20]; Vow (never tell an outright lie) [-10];

Quirks: broad-minded, dislikes monotheists, refuses to talk about himself, prefers to look like a member of the local dominant social group, makes odd historical references [-5]

Wildcard Skills: Perform! (VH) IQ-1 [12]--14; Scholar! (VH) IQ-1 [12]--14;

Entrhancement Skills: Enthralment (H) Will-2 [1]--14; Captivate (H) Will-2 [1]--14; Persuade (H) Will-2 [1]--14; Suggest (H) Will-2 [1]--14; Sway Emotions (H) Will-2 [1]--14;

Ordinary Skills:

Forgery (H) IQ+1 [8]--16

Acting (A) IQ+3 [4]--18

Erotic Art (A) DX+1 [4]--11

Leadership (A) IQ+3 [4]--18/24

Singing (E) HT+4 [4]--16/18

Automobile (A) DX [2]--10

Detect Lies (H) IQ+1 [2]--16

Disguise (A) IQ [2]--15

Riding (A) DX [2]--10

Streetwise (A) IQ+2 [2]--17

Broadsword (A) DX-1 [1]--9

Carousing (E) HT+1 [1]--14

Computer Operation (E) IQ [1]--15

Connoisseur (Wine) (A) IQ-1 [1]--14

Diplomacy (H) IQ [1]--15/17

Fast-Talk (A) IQ+1 [1]--16/18

Finance (H) IQ-2 [1]--13

First Aid (E) IQ [1]--15

Intimidation (A) IQ+1 [1]--16

Knife (E) DX [1]--10

Musical Influence (VH) IQ-1 [1]--14

Pistol (E) DX [1]--10

Politics (A) IQ+1 [1]--16/18

Religious Ritual (Assyro-Babylonian) (A) IQ-1 [1]--14

Religious Ritual (Catholic) (A) IQ-1 [1]--14

Savoir-Faire (E) IQ [1]--15

Sex Appeal (A) HT+1 [1]--13/23

SMG (E) DX [1]--10

Teaching (A) IQ-1 [1]--14

Messenger Form

150 Points

Advantages: Appearance (Transcendent) [20]; Charisma 6 [30]; Create (Light; Elemental, -10%; No FP Cost, +40%) [26] Elastic Skin (Hair, +5%) [21]; Hermaphromorph [5]; Shrinking 1 [5]; Terror (Awe) [30]; Voice [10];

Perks: Honest Face [1]; Penetrating Voice [1]; Sanitized Metabolism [1];

Features: SM 1 (maximum height 7') [0];

Serpent Form

150 Points

Attributes: ST+38 (Size, -40%, No Fine Manipulators, -40%) [76];

Advantages: Combat Reflexes [15]; Damage Resistance (Can't Wear Armor -40%, Flexible -20%) 9 [18]; Damage Resistance (Can't Wear Armor -40%, Semi-Ablative -20%) 16 [32]; Enhanced Move 1 (Ground; Costs 2 FP, -10%) [18]; Fangs [2]; Infravision [10]; Regeneration (Fast) [50]; Striking ST+25 (Size, -40%, No Fine Manipulators, -40%) [25]; Terror (-2 to fright checks; Always On -20%) [40];

Disadvantages: Bad Smell [-10]; Bestial [-15]; Colorblindness [-10]; Disturbing Voice [-10]; Horrific (Universal, +25%) [-30]; No Fine Manipulators [-30]; Odious Personal Habit (eats humans) [-15]; Social Stigma (Monster) [-15];

Quirks: Sexless [-1];

Features: SM 4 [0];

Frankie gets more mysterious the better you know him (usually “him,” in a male-dominated world). Most people who encounter him will know him only as a talented musician who seems to enjoy being known as such, while shunning conventional celebrity. A smaller circle might know him as someone whose talents go far beyond music, and who can occasionally be persuaded to solve difficult and interesting problems. A talented investigator might be able to figure out that his birth certificate is a forgery. If he allies himself with persons of comparable talents, he'd probably reveal his ability to take a range of humanoid forms, but his *other* shapeshifting ability would likely be revealed only in an emergency. Most of his personal history he will always keep to himself, though he can sometimes be heard claiming that he is an ordained Catholic priest and gives a very good Latin mass.

In the skill list above, skill levels are usually calculated without either template. In numbers with a “/” the second number is his skill level with the Messenger template. Furthermore, in Messenger form, he gets an additional +6 to all Influence rolls from Charisma, a +2 to some Perform! rolls from Voice, and a +6 to Perform! rolls used for Fortune-Telling and Public Speaking.