

Character Dossier: Henry “Wraith” Francis (250 pts)

Name: Patrol Officer Henry Francis, NYPD Talent Squad

Nationality: American

Race: African American

DOB: June 3, 1977

DOD: —

Height: 5’9”

Weight: 160 lbs

Appearance: Nothing much about Officer Francis stands out apart from the special “T” symbol of the Talent Squad emblazoned on his uniform. He’s average in height and build, with short hair and no distinguishing marks. He smiles often and talks all the time.

Known Superhuman Abilities: Francis can make himself completely insubstantial, which allows him to pass through walls and other barriers as easily as fog. He can carry others with him in this state, and while insubstantial he can fly. He can even turn invisible in his “wraith” form, and can turn others invisible if he touches them—but, somewhat awkwardly, he can’t turn invisible any inanimate objects, including clothes.

History: Henry Francis’ Talent power manifested when he was a teenager. It wasn’t anything gradual; one day in football tryouts he was about to be clobbered by a defensive lineman, and he simply went totally insubstantial. The other player passed right through him and Francis, trying to leap aside, flew into the air. His power earned him some minor fame, but nothing lucrative; the only job offers that came in were from shady customers indeed, and he wasn’t interested in becoming a spy or a thief. After high school he put in an application with the police department, because he’d heard the pay on the Talent Squad was pretty good and he figured it would be honest work. For the most part, it has been. Francis hasn’t yet run into serious corruption on the force. He has no idea how he’ll react if he does.

Archetype (5 pts)

Mutant

Stats (91 pts)

Body 2d (10 pts)

Mind 2d (10 pts)

Coordination 2d (10 pts)

Charm 3d (15 pts)

Sense 3d (15 pts)

Command 3d (15 pts)

Base Will 11 (15 pts)

Willpower 12 (1 pt)

Motivations: Loyalty to New York City (5); Passion for protecting the innocent (6).

Skills (64 pts)

Athletics 1d (3d), Brawling 2d (4d), Dodge 2d (4d), Driving (squad car) 2d (4d), Empathy 1d (4d), Endurance 1d (3d), First Aid 1d (3d), Interrogation 1d (4d), Intimidation 1d (4d), Knowledge (criminal procedure) 2d (4d), Leadership 1d (4d), Lie 1d (4d), Melee Weapon (club) 2d (4d), Perception 1d (4d), Performance (singing) 1d (4d), Persuasion 2d (5d), Ranged Weapon (pistol) 2d (4d), Scrutiny 2d (5d), Stability 2d (5d), Stealth 2d (4d), Streetwise 2d (4d).

Powers (90 pts)

Wraith Form 6d+1wd (A D U U U; 9 per die; 90 pts)

Attacks Extras and Flaws: Horrifying -1, Non-Physical +2, Touch Only -2. *Capacities:* Touch.

Defends Extras and Flaws: None. *Capacities:* Self.

Useful (insubstantiality; see page 149) Extras and Flaws: Duration +2. *Capacities:* Mass.

Useful (flight) Extras and Flaws: Attached to Insubstantiality -2, Booster +1. *Capacities:* Speed.

Useful (invisibility; see page 150) Extras and Flaws: Attached to Insubstantiality -2, Duration +2, If/Then (only living things) -1. *Capacities:* Mass.

Effect: Wraith can turn insubstantial, and when insubstantial he can fly and even make himself invisible by letting light pass through his body. Unfortunately he doesn’t have as fine control over the invisibility as the rest of his powers; he can turn clothing or even other people that he touches insubstantial, but can only turn his own body invisible (or other living matter, but not anything a passenger is wearing or carrying). He can use his power to attack by “phasing” into the space occupied by a target, which can be dodged normally but ignores armor. He can use it to defend by simply phasing in time for an attack to pass harmlessly through him.

Attacks

Insubstantiality 6d+1wd (width in Shock and Killing; ignores armor).

Police baton 4d (width + 1 in Shock).

Talent Squad service pistol 4d (Adapted, Manufactured Focus with explosive, armor-piercing ammunition: width + 3 in Shock and Killing; Penetration 1; 16 shots with four spare magazines; range 20 yards).

Talent Squad “NullCuffs™” (Adapted, Manufactured Focus: Nullify 2hd with Variable Effect [If/Then: applies to any Source]; no range; target must be pinned first; handcuffs can be broken by un-Nullified Body Stat of 6d or more).

Defenses

Bulletproof vest (HAR 1 + LAR 2 on the torso).

Tactical helmet, usually in squad car (HAR 1 on the head).