PATIENT NAME: Remy
CURRENT OCCUPATION: Private Investigator
DESIRED POWER SET: Viral Spirit

VENTURE CITY

ASPECTS

HIGH CONCEPT: Private Eye, Reluctant Super

TROUBLE: Fallen From Grace

OTHER: Expert Infiltrator

OTHER: Healthy Distrust of Supers

OTHER: Has Few Friends Left

VITALS

	1	2	3	4	5
(Physique) PHYSICAL	✔	✔			
(Will) MENTAL	✔	✔	✔		

CONSEQUENCES

Mild	2
Moderate	4
Severe	6

BALANCE

REFRESH: ✔ | | |

STUNTS: ✔ ✔ ✔ / ✔ ✔ ✔

SKILLS INVENTORY

- ■■■■□ Investigate
- ■■■□□ Stealth
- ■■■□□ Burglary
- ■■□□□ Rapport
- ■■□□□ Will
- ■■□□□ Notice
- ■□□□□ Provoke
- ■□□□□ Disguise
- ■□□□□ Fight
- ■□□□□ Decieve
- □□□□□
- □□□□□
- □□□□□
- □□□□□
- □□□□□

POWER PROFILE

POWER NAME & SUMMARY

Viral Spirit: While channelling Dusk's power, Remy has the basic powers of Teleportation, Phasing, and Invisibility. Though these are less important than his ability to claim targets for body inhabitation. He may vanish from view, giving a +2 to Stealth, and while doing so may use Burglary to walk through walls and other barriers . As well, Dusk may separate from Remy to force him into other situations. While separated, Dusk has a -1 penalty to all rolls, but may force Remy to teleport up to 3 zones away and recombine with him, or even greater distances if Dusk travels far away and focuses. Dusk cannot be detected so long as Remy does not channel him. It takes an action to actively channel his powers.

POWER BREAKDOWN

Theme: Super Form (Viral Spirit)
- Synergy: Basic Duplication
- Synergy: Basic Teleportation
  - Mark and Recall
- Synergy: Basic Phasing
- Synergy: Basic Invisiblity

SPECIAL EFFECTS (get 2 free w/ power; trigger on success with style)

Extra Action: You can split your shifts between two different yet related actions, adding a +1 to each action

Mental Recovery: You recover from all mental stress

DRAWBACK (an aspect, "trouble" for your power)

Remy is not fully in control of his powers, so he is OFTEN ARGUING WITH HIMSELF

COLLATERAL DAMAGE EFFECT

Mine for Life: Remy can claim the life of an individual as his. If they are nameless, they are instantly claimed. If they are named, then they must be defeated in combat first. Once claimed, Remy may inhabit their body and take on their mannerisms, personality, and memories by touching them again. It is a Legendary (+8) opposition to Disguise to see through this. Any onlookers viewing this will find it intensely disturbing.

COST: 5

OTHER STUNTS

The Power of Deduction: Once per scene you can spend a fate point (and a few minutes of observation) to make a special Investigate roll representing your potent deductive faculties. For each shift you make on this roll you discover or create an aspect, on either the scene or the target of your observations, though you may only invoke one of them for free.
Body Language Reader. You can use Notice in place of Empathy to learn the aspects of a target through observation.

COST: 2

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