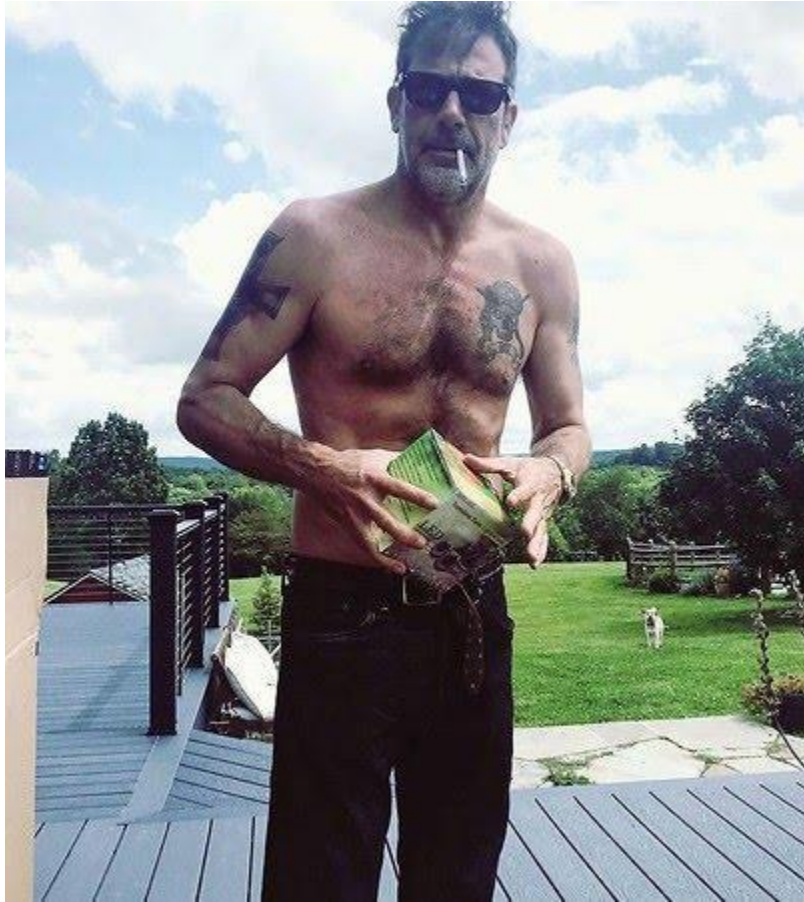


## The Marked Man



Just how long he has been traveling down the highways and byways of the United States -- sometimes on foot, sometimes using a vehicle that tends to end up traded away or spectacularly wrecked -- is one of the smaller mysteries about the Marked Man. He travels between campgrounds, usually paying for his stay in perfectly legal tender, sometimes bartering his services as a storyteller or litter-collector in exchange for a single night's accommodation. Questions about his name get one of a dozen pseudonyms; questions about his background get a genial dismissal. Only rarely do the questions get probing enough for him to roll up one of his shirtsleeves and expose a tattoo that reveals a completely different story, often with the moral, "It is better not to pry into other people's private lives."

He first came to the attention of the superpower community in 1969, when he spent some time traveling in the company of an amnesiac [Jeremiah Wander](#). In fact, the "Wander" with whom he traveled was a humanoid alien from [the Technate](#) who had been hypnotized into *believing* himself to be an amnesiac Wander as part of a villainous scheme. However, when the real Wander unraveled this scheme and arranged for his doppelganger to be sent back

home, he also demonstrated familiarity with the Marked Man while declining to tell **Geoffrey Tempest** anything about how they had become acquainted.

The Marked Man is able to alter his appearance in one specific way -- any exposed surface of his skin can produce a tattoo-like design. (Ironically, his skin is impervious to the needles employed by actual body artists.) These designs can be anything he can imagine, but he tends to create artwork that is at least symbolically associated with whatever story he is about to tell. By an act of will, he can cause any person who sees one of these images to be drawn into a hallucination of that story, seeing and hearing only what the storyteller wishes.

His illusory gifts have one strange flaw. If his stories ever include any characters based on a person who is alive at the time of the telling, the illusion will immediately dissolve. Note that this does not depend on his *knowledge* of the status of that person; if someone appears in the story whom he, or the observer of the tale, believe to be deceased while they are still alive, the story will immediately fall apart. The Marked Man will recognize what this means. Whether he reveals it to the person he was entrancing depends on the circumstances.

In addition to these talents, the Marked Man is (as hinted) unageing, unaffected by most physical afflictions, highly resistant to injury, and psychically neutral -- his mind can be neither read nor influenced. (Attempts to turn his hallucinatory power back on him have failed.) While not needing to eat or drink, he is capable of doing both and enjoys the occasional cigarette, though he often mildly discourages others from smoking. "Things'll kill you," he has been known to say.

The abilities of the Marked Man are somewhat similar to those employed by Clara Saville of **the House of Time Regained**. Neither of them will admit to any knowledge of the other, however ...

### **The Marked Man -- PL 11**

#### **Abilities:**

**STR 3 | STA 4 | AGL 2 | DEX 4 | FGT 5 | INT 3 | AWE 3 | PRE 4**

#### **Powers:**

**Behold The Tale:** Selective Visual Perception Area Progressive Affliction 11 (Resisted by Will; Figment, Phantasm, Immersion) - 55 points

**Otherworldly Being:** Immunity 31 (aging, life support, mental effects); Protection 6, Impervious 10 - 47 points

**Shifting Tattoos:** Feature 1 (can cause various images to appear on any surface of his skin) - 1

point

**Advantages:**

Benefit (cipher 2), Daze (Intimidation), Grabbing Finesse, Improved Defense, Improved Trip, Jack-of-all-trades, Multilingual, Prone Fighting, Uncanny Dodge.

**Skills:**

Athletics 4 (+7), Close Combat: Unarmed 2 (+7), Expertise: Storytelling 5 (+9), Expertise: Streetwise 5 (+8), Intimidation 4 (+8), Stealth 4 (+6), Vehicles 4 (+8).

**Offense:**

Initiative +2

Unarmed +7 (Close Damage 3)

Behold the Tale -- (Perception Area Will 11)

**Defense:**

Dodge 8, Parry 7, Fortitude 5, Toughness 10, Will 11

**Totals:**

Abilities 56 + Powers 103 + Advantages 11 + Skills 14 + Defenses 17 = 201 points

**Offensive PL:** 11

**Defensive PL:** 9

**Resistance PL:** 8

**Skill PL:** 4

**Complications:**

***Survival--Motivation. Nomadic. Power Loss (Behold The Tale***, if he ever tries to present a "tale" involving a currently living human being.)

*For Tattooedman.*