



Faith

Since taking down the Harbinger Foundation, Zephyr has struck out on her own to become Los Angeles's resident superhero. Her legal name and identity outed by the release of the Foundation's records to the public, Faith adopted the secret identity of online journalist Summer Smith—with mixed success—as she's not particularly good at keeping secrets. Faith battles her own eclectic brand of foes like the alien reality TV star Sydney, a Vine conspiracy within Hollywood, the psionic parasite Dark Star (in the body of a black cat) and Hollywood-darling turned crime lord, Chris Chriswell.

POWERS & ABILITIES

Faith has the psionic ability to negate the effects of gravity on herself and generate a psychokinetic "companion field" to lift and propel herself. While she initially used this ability to fly like the heroes in her comic books, she has since learned other applications of the companion field's capabilities. She can use the field to protect herself from harm, expand it to create a barrier to protect others, or lift and carry along other objects (or people) with her in flight.

Through her pop culture obsessions, Faith is an uncanny expert on the human condition. With her optimism matched only by her stubbornness, she has routinely pushed back and overwhelmed psionic and technological attempts to contain her powers and mystical and in-person attempts to dim her optimism and hopeful spirit.

PERSONALITY

Faith Herbert is an optimistic fan-girl living her best life: She has super-powers and the ability to help people and make a difference and she's darn well going to do it! The heroes of her beloved comic books and media are Faith's role-models, and she works hard to live up to those ideals. That includes encouraging her allies to do the same, even though they often do not.

Faith is always ready to go off on an excited tangent when something reminds her of some issue or episode she has seen before and she is entirely self-conscious about being a fan of superheroes who is a superhero. More often than not, she'll come up with more outlandish theories about what is really happening than the truth but, that said, she has already met her own twin, discovered aliens in Hollywood, and overcome a demon that feeds on lost hope, so—who's to say what's really outlandish anymore?

BACKGROUND

Faith Herbert lost her parents in a car accident after one of the happiest days of her life, and learned that the highs and lows of life often come one right after the other. While many would find this truth painful, Faith instead found strength in knowing that no matter how awful things got, there was still the potential for joy in life. Raised by a loving grandmother and often escaping into new worlds of comic books, fantasy, and science fiction—a love instilled in her by her parents—she grew up into a ray of sunshine whose outlook only improved when she discovered she was a psiote—a potential superhuman.

Recruited by the Harada Foundation, Faith joined Peter Stancheck and his Renegades when they rogue against Toyo Harada's sinister plans for the world, taking the code-name "Zephyr." She served as the team's heart, keeping them positive and focused on their goals, even as the world seemed to grow increasingly violent and dangerous.

FAITH

ABILITIES

STRENGTH	1	FIGHTING	4
STAMINA	2	INTELLECT	4
AGILITY	3	AWARENESS	3
DEXTERITY	2	PRESENCE	3

POWERS

BOUNDLESS OPTIMISM: Faith has a Bonus Die on all Will Resistance Checks against Effects of Rank 10 or less.

COMPANION FIELD: Her psychokinetic Companion Field allows Faith to use the following effects in a Dynamic Array:

- **DIFFUSION FIELD:** Immunity to Slam Damage 2
- **PROTECTIVE FIELD:** Force Field 10
- **SHIELD:** Close Range Create Barrier 10
- **TELEKINESIS:** Move Object 6 (up to 1600 kg)

WEIGHTLESSNESS: Flight 7 (500 kph). Faith can extend the benefits of her Flight to other people she is touching or carrying with Telekinesis.

ADVANTAGES

BENEFIT: SECRET IDENTITY
SUMMER SMITH
CONNECTED
EVASION 2
EXTRAORDINARY EFFORT
IMPROVED DISARM
INTERPOSE

LEADERSHIP
LUCK 2
REDIRECT
SECOND CHANCE:
 WILL CHECKS TO RESIST
 EMOTIONAL MANIPULATION
WELL-INFORMED

SKILLS

ACROBATICS 5 (+7)
COMPUTERS 2 (+6)
DECEPTION 4 (+7)
EXPERTISE: POP CULTURE 10 (+14)
INSIGHT 5 (+8)

INVESTIGATION 1 (+5)
PERCEPTION 6 (+9)
PERSUASION 8 (+11)
RANGED COMBAT:
COMPANION FIELD 5 (+7)

OFFENSE

INITIATIVE +2	
COMPANION FIELD +7	RANGED, MOVE OBJECT 6
SLAM +4	CLOSE, DAMAGE 7
UNARMED +4	CLOSE, DAMAGE 1

DEFENSE

DODGE 8	FORTITUDE 8
PARRY 7	TOUGHNESS 12/2*
WILL 10	* WITHOUT FORCE FIELD

COMPLICATIONS

MOTIVATION - DOING GOOD: Faith genuinely wants to inspire people to do and be better.

HONOR: Faith helps those in need and doesn't hurt anyone unnecessarily, even if they shoot at puppies.

SECRET: Her cover identity as reporter Summer Smith gives Faith some breathing room away from the stresses of being a superhero, although she's not especially good at keeping her secret identity a secret.



"I DON'T CARE IF I FALL AGAIN. I DON'T CARE IF I DIE FROM FLYING RIGHT NOW. THANK YOU. THANK YOU FOR THIS LIFE."
 - FAITH