





Player:		Race:	Ephemera (Shade)	Origin:	Inside				
Character:	Samuel Reynaldo Garcia	Concept:	Ghost Detective	Faction:	Asylum				
Image:	Harmony	Foundations: (from least to most important)							
	6	5	Composure is key. The more desperate the situation, the more important it is to stay calm.						
	5	4	You remember what it's like to grow up poor in the <i>barrio</i> . It keeps you grounded.						
	4	3	Honesty above all, and anyone who wants to get close to you is expected to feel the same.						
	3	2	The truth is more important than comfort, feelings or your own life.						
	2	1	There is no higher calling than to protect and to serve.						
	1								
Max Resolve:	25	Max Energy:	9	Initiative	6	Physical Defense	8	Mental Defense	10
Current:		Current:		Armor:	2	Resistance:	Psychic		

Traumas and Stigmas:**Attributes and Skills**

TO USE SKILLS: Roll 1d10 to get the RESULT: () Add MODIFIER to  to determine success or failure then add BASE IMPACT to  to get total Impact				WITS 3 Modifier Base Impact Academics 3 3 Electronics 1 3 Medicine 1 3			
MIGHT 2 Modifier Base Impact Athletics 1 2 Close Combat 1 2 Nature 1 2				INTUITION 4 Empathy 2 4 Occult 4 4 Streetwise 2 4			
AGILITY 3 Ranged Combat 3 3 Stealth 1 3 Mechanics 3 3				PRESENCE 3 Command 3 3 Relate 1 3			

Aspects

Character Features and Passive Bonuses





Phantom
 Allows sight and interaction with the Ephemeral realm and illusion recognition. Currently providing resistance to Psychic Impact

Warden
 Currently providing +1 Aspect Bonus to Mental Defense and +1 to all Escape Rolls against Outside Powers.

Powers

Name	Action	Modifier	Base Impact
Ephemeral Vision	Simple	4	5
Tenacity	Simple	5	4

(For more information, see the power cards)

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Max Resolve:	25	Max Energy:	9	Initiative	6
Physical Defense	8	Mental Defense	10	Armor:	2
Current:		Current:		Resistance:	Innate, Physical
Traumas and Stigmas:					
Attributes and Skills					
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AGILITY 3 Ranged Combat 3 3 Stealth 1 3 Mechanics 3 3			PRESENCE 3 Command 3 3 Relate 1 3		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Phantom Allows sight and interaction with the Ephemeral realm and illusion recognition. Currently providing resistance to Psychic Impact Currently Providing Ephemeral traits: Ability to walk through things that don't exist in both realms, resistance to Physical Impact.			Ephemeral Vision	Simple	4 5
			Tenacity	Simple	5 4
Warden Currently providing +1 Aspect Bonus to Mental Defense and +1 to all Escape Rolls against Outside Powers. Currently providing resistance to Innate Impact			Ephemeral Communion	Simple	4 7
			Fetter	Complex	5 3*
(For more information, see the power cards)					

Inventory		
Item	Base Impact	Description
Sedan	5	Tough old American car
Pistol	4	Service Weapon, registered
Loaded Smartphone	4	Full of data and apps
Expense Account	7	Only usable once per session
Armored Clothing		Currently providing armor 2
Contracts		
With ASYLUM: \$70K yearly salary, Expense account, Fetter power for lifetime of service.		
Background		
<p>Sam is an honest man. No. Sam was an honest man. As the only conscience in the room he met an honest man's end being betrayed by the crooked police force he tried to improve. As a ghost, he was able to uncover even more truth and if it weren't for Asylum he'd have no one to tell it to. Dead for 20 years, Sam has just about caught up to life in the modern world after a 12 year "black space" between his murder and coming back as a ghost. Sam is of Latino descent and will talk about his poor upbringing and dream of becoming a hero cop. Though devoted whole-heartedly to Asylum's cause, he still carries a big chip on his shoulder from being murdered by the people that were supposed to be the good guys.</p>		
Notes		
<p>Garcia's ghost appears wearing a perpetually rumpled suit. Five o'clock shadow bristles from his brown cheeks and skin. Manifested, he becomes a kind of spirit -- all contrast and sharp angles. It's as though his appearance takes on his ethics and sense of justice.</p> <p>He is fluent in English, Spanish, and the languages of Asgard and the Fey courts. He is a full-fledged Asylum agent, meaning he may call upon them for backup and is immune to the memory-altering effects of Inside Powers.</p>		



Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact			
Ephemeral Vision		Simple	4	5	/	5	Ephemeral Communion		Simple	4	7		
Target:	Up to two creatures within reach						Target:	One creature within reach					
Effect:						Effect:							
Grant the target(s) the ability to see and interact with the anything in the Ephemeral realm. The target(s) will also be able to instantly recognize illusions.						The target becomes Ephemeral allowing sight and interaction in the Ephemeral realm until the end of your next turn.							
Special:		Willpower:				Special:		Willpower:					
		Affects all targets within reach				You must maintain physical contact for the duration of this effect.		You may target a second creature with this power.					

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact			
Tenacity		Simple	5	4	/	4	Fetter		Complex	5	3*		
Target:	Self						Target:	One creature within reach					
Effect:							Effect:						
You may make a free Escape Roll to cancel any one ongoing effect you suffer from. If you fail the roll you gain a Minor Advantage on your next Escape Roll.							* - This Power generates an extra + 1D10 Physical and Innate Impact Until the End of Your Next Turn: the target is restrained and cannot use powers from Outside Aspects.						
Special:		Willpower:					Special:		Willpower:				
		You may make a free Escape Roll to cancel every ongoing effect on you. You gain a Minor Advantage on each of these rolls.					If this power subdues the target then the target is given the "Black Iron Seal" stigma. Any creature suffering from the Seal cannot shift into their Manifest Form. The Black Iron Seal persists indefinitely until cured.		Ongoing: The target is restrained and forced to transform into its Covert form.				