




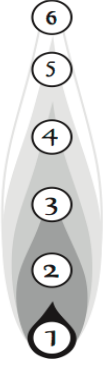





Player:		Race:	Human (Attuned)	Origin:	Inside
Character:	Phillip Twig	Concept:	Legitimate Businessman	Faction:	Red Market
Image:	Harmony	Foundations: (from least to most important)			
	6	5	Customer Service		
	5	4	There is always more to gain.		
	4	3	Maintain / Improve Lifestyle		
	3	2	Have a good time.		
	2	1	Secure the homestead.		
Max Resolve: 27	Max Energy: 10	Initiative 7	Physical Defense 8	Mental Defense 10	
Current:	Current:	Armor:	Resistance:		
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 4 Modifier Base Impact Academics 2 4 Electronics 2 4 Medicine 2 4		
MIGHT 2 Modifier Base Impact Athletics 1 2 Close Combat 3 2 Survival 1 2			INTUITION 3 Empathy 6 3 Occult 3 3 Streetwise 1 3		
AGILITY 3 Ranged Combat 1 3 Stealth 1 3 Mechanics 1 3			PRESENCE 5 Command 4 5 Relate 7 5		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Wealth Currently providing \$2,000,000 in assets			Acquisition	Complex	7 6
			Cold Read	Simple	7 7
			Overwhelming Personality	Simple	7 7
Muse Currently providing +1 to Relate and Empathy					
Splendor Currently providing +1 to Presence and Command					
(For more information, see the power cards)					

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Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Wealth Currently providing \$2,000,000 in assets Currently providing +3 Base Impact to all held or adjacent equipment			Acquisition	Complex	7 6
Muse Currently providing +1 to Relate and Empathy			Cold Read	Simple	7 7
Any adjacent allies in Covert form pay 1 less Energy to use Powers.			Overwhelming Personality	Simple	7 7
Splendor Currently providing +1 to Presence and Command			Rex Mundi	Complex	4 6
Any creature taking a hostile action againsts you or someone adjacent to you receives a Major Disadvantage			(For more information, see the power cards)		

Inventory		
Item	Base Impact	Description
Collapsible Baton	4	Finely made, expensive
Smartphone	5	High end model with concierge service
Luxury Sedan	5	Integrated apps, surroundsound and leather seats!
Talent (x2)		Mystic super-currency, each adds +1 to max Energy
Boilerplate Contract (x2)		Allows user to use Petition Contract Power
Contracts		
With ASGARD: Rational Explanation Power and Shepherd Aspect for Rex Mundi and Talents and Skill training*		
Background		
<p>Phil was good enough to see the game behind the game of global commerce and wealth. As soon as he discovered where the real money was at -- trading "intangibles" like supernatural power, memories and souls -- he dove headfirst into the Red Market economy. He moves ever forward, knowing that he can always cover the interest on a deal by making a few more deals. Sure the feds call that a ponzi scheme, but these Outsider investors never seem to care.</p> <p>The Red Market is the place to buy and sell everything imaginable. Find this legendary bazaar, and the treasures of all the worlds can be yours for the right price. Whether working in a prestigious firm or as a free agent, the Red Market agenda is profit. Their methods are trading in and smuggling dangerous magic. Their flaw is that they're amoral and suspected in unethical practices.</p>		
Notes		
<p>Phil appears as a forgettable businessman with black eyes, black hair and an expensive black suit. Manifested he becomes a bright and terrible beacon of all that it means to be wealthy and in control. He is the man of the hour, the sultan of business and richest man in Babylon.</p> <p>* - Phil's Contract is not strictly legal, he has technically sold the same thing twice. Though no one can prove this yet, they're definitely trying to.</p>		



Covert Power		Action	Mod	Impact		Covert Power		Action	Mod	Impact	
Acquisition		Simple	7	6	/	6	Cold Read		Simple	7	7 / 7
Target:	Any adjacent or close creature					Target:	One creature you can see				
Effect:						Effect:					
Until the end of the scene: The target is compelled to offer you anything it possesses for sale at fair market value, regardless of its sentimental worth. Though the target will be amiable for the duration of Acquisition's effect, they will revert to their normal feelings afterwards						You learn the target's next action and may impose a Minor Disadvantage onto it					
Special:		Willpower:				Special:		Willpower:			
Target may attempt an escape roll to resist						If used while manifested, you may also gain back 5 lost Resolve					

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact			
Overwhelming Personality		Simple	7	7	/	7	Rex Mundi		Complex	4	6		
Target:	One creature that can see or hear you.						Target:	Any object(s) in Far or closer range					
Effect:						Effect:							
Target is distracted until the end of your next turn. While distracted, the target has no awareness of their surroundings.						You may change the basic physical elements of the scene to whatever you decide upon. This change is permanent. The more Energy you spend on this, the larger and more dramatic the change.							
Special:		Willpower:				Special:		Willpower:					
This power may be used as a free action in response to being spotted or found.						You may spend any amount of extra energy that you wish on this power		Each extra energy generates +1d10 extra Impact.					