





Player:		Race:	Human (Cursed)	Origin:	Inside
Character:	Tiffany Shulman	Concept:	Undead Nurse	Faction:	The Mission
Image:	Foundations: (from least to most important)				
	6	5	Cares about her appearance		
	5	4	Craves Power		
	4	3	Helps those in need		
	3	2	Considers all life precious		
	2	1	WILL bring family back from the dead		
	1				
Max Resolve:	28	Max Energy:	11	Initiative	5
Physical Defense	8	Mental Defense	9	Armor:	
Current:		Current:		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 5 4			
				Electronics 2 4			
				Medicine 4 4			
MIGHT 3 Modifier Base Impact				INTUITION 2			
Athletics 1 3				Empathy 1 2			
Close Combat 3 3				Occult 5 2			
Survival 1 3				Streetwise 2 2			
AGILITY 1				PRESENCE 5			
Ranged Combat 1 1				Command 4 5			
Stealth 1 1				Relate 1 5			
Mechanics 1 1							

Aspects

Character Features and Passive Bonuses

Authority
Currently providing +1 to Streetwise and Command





Scholar
Currently providing +1 Modifier to Academics and Occult


Broker
Currently Providing +1 Max Energy and Occult

Powers

Name	Action	Modifier	Base Impact
Taskmaster	Simple	4	7
Petition Contract	Complex	5	6
Sanction	Complex	5	6

(For more information, see the power cards)

Player:		Race:	Human (Cursed)	Origin:	Inside
Character:	Tiffany Shulman	Concept:	Undead Nurse	Faction:	The Mission
Image:	Harmony	Foundations: (from least to most important)			
	6	5	Cares about her appearance		
	5	4	Craves Power		
	4	3	Helps those in need		
	3	2	Considers all life precious		
	2	1	WILL bring family back from the dead		
	1				
Max Resolve:	28	Max Energy:	11	Initiative	5
Physical Defense	8	Mental Defense	10	Armor:	
Current:		Current:		Resistance:	Innate
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 5 4 Electronics 2 4 Medicine 4 4		
MIGHT 3 Modifier Base Impact Athletics 1 3 Close Combat 3 3 Survival 1 3			INTUITION 2 Empathy 1 2 Occult 5 2 Streetwise 2 2		
AGILITY 1 Ranged Combat 1 1 Stealth 1 1 Mechanics 1 1			PRESENCE 5 Command 4 5 Relate 1 5		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Authority Currently providing +1 to Streetwise and Command Any adjacent PCs or members of your faction gain +1 to all modifiers and Base Impact. A PCs who is also in your faction gains +2 Scholar Currently providing +1 Modifier to Academics and Occult Currently providing +1 Mental Defense and Innate resistance Broker Currently Providing +1 Max Energy and Occult Once per turn you may grant yourself or any adjacent or close creature an exploit die when using a Power.			Taskmaster	Simple	4 7
			Petition Contract	Complex	5 6
			Sanction	Complex	5 6
			Binding	Complex	5 7*
			Usury	Complex	5 *
(For more information, see the power cards)					

Inventory		
Item	Base Impact	Description
Ceremonial knife	5	Thrums with unsettling energy
Occult Implements	6	Cannot be used during an action sequence
Nurse Kit	6	Impact generated heals resolve
Research Database Subscriptions	4	Web of Knowledge, LexisNexis, EMBASE
Contracts		
With DARK POWERS: Fourth Foundation for Fetter and Usury powers		
Background		
<p>Tiffany was a well-adjusted, happy person until the accident that killed her entire family. In the midst of her grief she was offered instruction in the occult by demonic forces with the promise that there was a way to bring her family back from the dead. They lied, instead luring her into servitude and keeping a piece of her soul. She was eventually rescued by The Mission and works to try to cleanse her soul, bring the demons who enslaved her to justice and bring back her dead family.</p> <p>The Mission began as a Catholic order dedicated to hunting Outsider threats. As times changed and the church's power waned, they began reaching out to the Earth's other major faiths. The Mission is now a multi-faith coalition whose agenda is to seek a better understanding of the world and of what the Outsiders mean to religion. The centuries have not been kind to The Mission -- their studies of Outsiders and integration of other faiths and even the rare righteous non-believer has gotten them excommunicated from the church. Their methods are exploration and concealment. Their flaw is that they interpret the Outside through the lens of mainstream modern religion, and as a result distrust and misunderstand most outsiders.</p>		
Notes		
<p>In her normal form Tiffany still looks like her normal old self -- if a lot less put-together. The style, image and hygiene she used to religiously keep on top of is now something she forgets often. Manifested, Tiffany transforms into a frightening Ghoul. A shambling, cunning, undead version of herself.</p>		
		

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact			
Taskmaster		Simple	3	5	/	5	Binding		Complex	5	7*		
Target:	All allies who can hear you.						Target:	One adjacent or close Ephemera					
Effect:						Effect:							
Designate a single skill or action. Targets gain an Exploit die on their next roll for that skill. If the Exploit die isn't used before the end of the scene, the benefit is lost.						* - This Power generates an extra + 1D10 Physical and Innate Impact If an Ephemera's Resolve is reduced to 0 using this power, you may bind the Ephemera into a being, object or location for at least a year and a day. Ephemera bound this way may not travel farther than 30 yards from what they're bound to and must obey the commands of the being they're bound to or the possessor of the object they're bound to. If bound to a location or non-sentient being, the ephemera must protect and serve its interests.							
Special:		Willpower:				Special:		Willpower:					
		This becomes a simple action						You may attempt to change the terms of this binding (extend the service time, require additional services, etc) but every additional change adds +2 to the roll's difficulty.					

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact			
Petition Contract		Complex	5	6	/	6	Usury		Complex	3	*		
Target:	Any adjacent creature						Target:	You or one adjacent creature					
Effect:						Effect:							
<p>You create a legally and mystically binding arrangement between two or more parties. This arrangement has the capability of letting the parties trade ANY possible thing. As the executor of the Contract, you help decide the terms of the deal. By default a contract lasts for a year and a day. Its relative value is measured in Talents.</p> <p>Additionally, you can create a “Boilerplate Contract.” This essentially banks a use of the “Petition Contract” power for you or someone else to use later.</p> <p>Contracts must always be signed in the blood of its participants. A Boilerplate Contract requires at least an hour to create.</p>						<p>You may infuse a single use of a power that you or the target has into an object. The object holds on to this power until someone uses it. When used, the power uses your own or the original owner's modifier and Base Impact, whichever is higher. Using this object is always a simple action.</p>							
Special:		Willpower:				Special:		Willpower:					
Using this power always costs 4 Energy						You or the Target may spend the required energy to use this Power.		Infuse an additional use of the chosen power into the object. You may do this up to four times (spending 1 Energy each time).					

Covert Power	Action	Mod	Impact
Covert Power	Action	Mod	Impact
Sanction	Complex	6	8 / 8
Target:	All Adjacent or Close creatures		
Effect:			
Until the end of your next turn, target receives a -1 Modifier to any Power they try to use. This is separate from Advantages or Disadvantages.			
Special:		Willpower:	
Separate simultaneous uses of this power stack, to a maximum of -4		This effect lasts 1 extra round.	