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|---|------------------------|--|--|--------------------|---------|
| 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 | Armor: | 2 |
| Current: | | Current: | | 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 | | | | INTUITION | | | 4 | | |
| 2 | | | | Empathy | | | 2 | | 4 |
| Athletics | | | | Occult | | | 4 | | 4 |
| Close Combat | | | | Streetwise | | | 2 | | 4 |
| Survival | | | | PRESENCE | | | 3 | | |
| AGILITY | | | | Command | | | 3 | | 3 |
| 3 | | | | Relate | | | 1 | | 3 |
| Ranged Combat | | | | | | | | | |
| Stealth | | | | | | | | | |
| Mechanics | | | | | | | | | |

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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| Image: | Harmony | Foundations: (from least to most important) | | | |
|  |  | 5 | Composure is key. The more desperate the situation, the more important it is to stay calm. | | |
| | | 4 | You remember what it's like to grow up poor in the <i>barrio</i> . It keeps you grounded. | | |
| | | 3 | Honesty above all, and anyone who wants to get close to you is expected to feel the same. | | |
| | | 2 | The truth is more important than comfort, feelings or your own life. | | |
| | | 1 | There is no higher calling than to protect and to serve. | | |
| | | | | | |
| Max Resolve: 25 | Max Energy: 9 | Initiative 6 | Physical Defense 8 | Mental Defense 10 | |
| Current: | Current: | Armor: 2 | Resistance: | Innate, Physical | |
| 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 Survival 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 | | | 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 5* |
| | | | Fetter | Complex | 5 5* |
| (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, lasts 1 scene |
| Armored Clothing | | Currently providing armor 2 |
| | | |
| Contracts | | |
| With ASYLUM: Lifetime of service for \$70K yearly salary, Expense account, and Fetter power. | | |
| | | |
| | | |
| 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.</p> <p>Asylum is a movement within the supernatural community dedicated to the idea that Insiders and Outsiders can live together on Earth in peace and harmony. While others fear or oppose the Outside, Asylum reaches out with open arms. Asylum's agenda is peaceful integration. Their methods are covert investigation and clandestine operations. Their flaw is secrecy and vulnerability – in public, Asylum's activists scramble to put coalitions and programs together, in secret Asylum's agents usually don't know any other official Agents other than their handler.</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 | 5* | | |
| 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. | | | | | | * - This Power generates an extra + 1D10 Innate Impact 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 | 5* | | |
| 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. | | | | |