	l n	nventoi	TV
Name	Bonus	Mod	Description
Reliable Pistol	201103	14100	Description
Lightweight prepared travel bag			
Talents			
Money			\$1,000.00
Wioney		Contrac	
		ontiac	
With Asylum for Black Iron Resolve a	nd Streetwise (T	raded I	Majesty)
	Ва	ıckgrou	nd
Wilhimena Charming is Rapunzel's da			ce freed Rapunzel, the laws of the land still held them
	_		inished to another tower far, far away. Wilhimena
			rge family. At great cost, her family have smuggled
•			rest of them later. Although technically a princess,
Wilhimena has openly rejected her t			, ,
willing has openly rejected her t	the to the point t	or semi	is it on to region.
		Notes	
Wilhema is a member of Asylum's of	ite core. She has		personal stake in the mission to build an open,
-		-	
			eautiful, she goes out of her way to dress in simple
	st, making her ha	ave to 0	cut it every few days. When Manifested she appears
as a gorgeous untamed huntress.			

Covert Power	Action	Mod	Impact	Ma	nifest Power	Action	Mod	Impact
Graceful Charm	Complex	4	6 / 6					
Target: All nearby creatures		clearly	see you. (Target:				
Effec	Effect:							
Special:	W	illpowe	er:		Special:	W	'illpowe	er:
Until the End of Your Next Tur								
Covert Power	Action	Mod	Impact	Ma	nifest Power	Action	Mod	Imnact
Covert Power Trick Shot	Action Complex	Mod 6	Impact 5 / 5	Ma	nifest Power	Action	Mod	Impact
Trick Shot	Complex	Mod 6	Impact 5 / 5		nifest Power	Action	Mod	Impact
	Complex ect.			Ma Target:	nifest Power Effec		Mod	Impact
Trick Shot Target: One creature or obj	Complex ect. t:	6	5 / 5				Mod	Impact
Trick Shot Target: One creature or obj	Complex ect. t: rn: If the ta	6 arget is	5 / 5 a				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an object.	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target beconstaggered. If the target is an omay either force it to activate	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an object.	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target beconstaggered. If the target is an omay either force it to activate	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target beconstaggered. If the target is an omay either force it to activate	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target beconstaggered. If the target is an omay either force it to activate	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target beconstaggered. If the target is an omay either force it to activate	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target beconstaggered. If the target is an omay either force it to activate	complex ect. t: rn: If the ta mes immo	6 arget is bilized evice tl	5 / 5 a and hen you				Mod	Impact
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an omay either force it to activate completely.	complex ect. t: rn: If the ta mes immo object or do /deactivat	arget is obilized evice the e or dis	5 / 5 a and hen you sable it		Effec	t:		
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target beconstaggered. If the target is an omay either force it to activate	complex ect. t: rn: If the ta mes immo object or do /deactivat	6 arget is bilized evice tl	5 / 5 a and hen you sable it			t:	Mod	
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an omay either force it to activate completely.	complex ect. t: rn: If the ta mes immo object or do /deactivat	arget is obilized evice the e or dis	5 / 5 a and hen you sable it		Effec	t:		
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an omay either force it to activate completely.	complex ect. t: rn: If the ta mes immo object or do /deactivat	arget is obilized evice the e or dis	5 / 5 a and hen you sable it		Effec	t:		
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an omay either force it to activate completely.	complex ect. t: rn: If the ta mes immo object or do /deactivat	arget is obilized evice the e or dis	5 / 5 a and hen you sable it		Effec	t:		
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an omay either force it to activate completely.	complex ect. t: rn: If the ta mes immo object or do /deactivat	arget is obilized evice the e or dis	5 / 5 a and hen you sable it		Effec	t:		
Trick Shot Target: One creature or obj Effect Until the End of Your Next Turcreature then the target becostaggered. If the target is an omay either force it to activate completely.	complex ect. t: rn: If the ta mes immo object or do /deactivat	arget is obilized evice the e or dis	5 / 5 a and hen you sable it		Effec	t:		

Covert Power	Action	Mod	Impact	Manifest Power	Action	Mod	Impact
Enduring Tenacity	Simple		/				
Effec	Effe	ct:					
You may make a free Escape F							
effect. If you fail you gain a M							
next Escape Roll.							
					_		
Special:	W	'illpowe	er:	Special:	W	/illpowe	er:
Covert Power		NAI	lucius e et	Manifest Davis		N / I	1
Covert Power	Action	Mod	Impact	Manifest Power	Action	Mod	Impact
		Mod	/ /			IVIOU	Impact
Effec		Mod		Manifest Power Effe		IVIOG	Impact
		IVIOO				IVIOO	Impact
		Mod				IVIOO	Impact
		Mod				Mod	Impact
		Mod				MIOG	Impact
		Mod				MIOG	Impact
		Mod				MIOG	Impact
		Mod				MIOG	Impact
		Mod				MIOG	Impact
		Mod				MIOG	Impact
		Mod				MIOG	Impact
Effec	t:		1	Effe	ct:		
	t:	illpowe	1		ct:	lillpowe	
Effec	t:		1	Effe	ct:		
Effec	t:		1	Effe	ct:		
Effec	t:		1	Effe	ct:		
Effec	t:		1	Effe	ct:		
Effec	t:		1	Effe	ct:		