
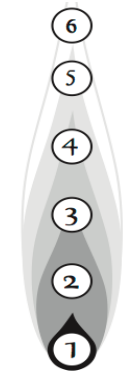









Player:		Race:	Chimera (Exalted)	Origin:	Outside
Character:	Bradley Fox	Concept:	Vulpine Man in Black	Faction:	Bureau of Outsider Affairs
Image:		Harmony			
		Foundations:	(from least to most important)		
		5	Loyal member of the The Bureau: They helped me out when I needed it most, so I will pay back the favor.		
		4	I am a leader, not a follower. Someone has to take that first step into the Darkness.		
		3	I need to climb the ranks, find out what the BoA really knows.		
		2	I pay my debts, in this world and all worlds, in this lifetime, and every one I am born into.		
		1	There is a vast web of conspiracy that spans Inside, Outside, and Sideways. I must understand it!		
Max Resolve:	26	Max Energy:	8	Initiative	9
Physical Defense	9	Mental Defense	8		
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 6 Modifier Base Impact Academics 6 6 Electronics 3 6 Medicine 3 6		
MIGHT 2 Modifier Base Impact Athletics 1 2 Close Combat 1 2 Survival 1 2			INTUITION 3 Empathy 1 3 Occult 6 3 Streetwise 1 3		
AGILITY 3 Ranged Combat 3 3 Stealth 1 3 Mechanics 3 3			PRESENCE 3 Command 1 3 Relate 1 3		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Beast Currently providing +1 Max Resolve and Physical Defense			Flitting Form	Simple	4 5
			Seal	Complex	6 8
			Sanction	Complex	6 8
Genius Currently providing +1 to Wits and Intuition			Confounding Wit	Simple	6 *
Scholar Currently providing +1 Modifier to Academics and Occult					
(For more information, see the power cards)					

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	2	1	There is a vast web of conspiracy that spans Inside, Outside, and Sideways. I must understand it!		
	1				
Max Resolve:	26	Max Energy:	8	Initiative	9
Physical Defense	9	Mental Defense	9		
Current:		Current:		Armor:	
				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 6 Modifier Base Impact Academics 6 6 Electronics 3 6 Medicine 3 6		
MIGHT 2 Modifier Base Impact Athletics 1 3 Close Combat 1 3 Survival 1 3			INTUITION 3 Empathy 1 3 Occult 6 3 Streetwise 1 3		
AGILITY 3 Ranged Combat 3 4 Stealth 1 4 Mechanics 3 4			PRESENCE 3 Command 1 3 Relate 1 3		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Beast Currently providing +1 Max Resolve and Physical Defense Currently providing +1 Base Impact to Might and Agility based Skills or Powers			Flitting Form	Simple	4 6
			Seal	Complex	6 8
			Sanction	Complex	6 8
			Confounding Wit	Free	6 *
Genius Currently providing +1 to Wits and Intuition You and Adjacent allies can ignore 1 Disadvantage every round					
Scholar Currently providing +1 Modifier to Academics and Occult Currently providing +1 Mental Defense and Innate resistance					
(For more information, see the power cards)					

Inventory		
Item	Base Impact	Description
Sedan	5	Sterotypical government car
Pistol	4	Service Weapon, registered
Loaded Smartphone	4	Full of data and apps
Bureau badge	4	US Gov't Agent ID, official, verifiable
Contracts		
With The BUREAU OF OUTSIDER AFFAIRS: Debt and loyalty for Confounding Wit Power		
Background		
<p>Bradley's family has always been involved with human affairs. Usually it has been in small ways that don't make huge waves. The subtle games of people and relationships were usually enough. Bradley wanted more and soon felt he had found it. The entire Earth, he realized, was one gigantic web of relationships and interpersonal struggles. But something is moving in the murky space behind everyone's consciousness. That is the greatest mystery of all. And what better way to investigate than by becoming an official investigator for the most powerful group of humans in the world?</p> <p>The United States Bureau of Outsider Affairs is responsible for regulating all Outsider activity such as immigration and business practices as well as establishing US identity and power in the wider universe Outside. Their agenda is protecting the interests of the United States and the rest of Inside (as long as it's in America's best interests). Their methods are investigation and tradecraft. Their flaw is hegemony – they see themselves as policing the world, assuming authority everywhere even where they don't have it.</p>		
Notes		
<p>Bradley appears as a reasonably charming all-american. He wears his black suit crisply and well and always makes sure to have a good compliment ready. Manifested he becomes a half-fox-half-human with bright orange fur and a nobility behind his dark, almond eyes. His four tails swirl lazily about as though adrift in an invisible ocean. Bradley knows a dozen languages, covering every major Earth and Outside culture. As a Bureau member, he is fully Nationalized and registered with the US government, thus he enjoys all the rights of a US citizen.</p>		



Covert Power		Action	Mod	Impact		Covert Power		Action	Mod	Impact	
Flitting Form		Simple	4	5	/	6	Seal		Complex	6	8 / 8
Target:	Self					Target:	One Adjacent or Close creature				
Effect:						Effect:					
Until the end of the scene Magically transform into an animal form (fox). All carried equipment is merged into your body and reappears as normal when you switch back. In addition to the shape and size decrease you gain +1 to Physical Defense and +1 to Athletics rolls						The target may not spend Energy until the end of your next turn.					
Special:		Willpower:				Special:		Willpower:			
If used when Manifested, you may take on a half-human, half fox-form that gains a further +1 Base Impact to any Agility or Wits based Skills or Powers.		You can "use" something from your inventory.				This power may also be used to dispel any ongoing magical effect.					

Covert Power		Action	Mod	Impact		Covert Power		Action	Mod	Impact			
Sanction		Complex	6	8	/	8	Confounding Wit		Free	3	*/	*	
Target:	All Adjacent or Close creatures						Target:	Self					
Effect:							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.							Whenever you target a creature with a complex action, you may use this power to give that creature a Major Disadvantage (-2 to roll) until the end of your next turn This power does not generate its own impact.						
Special:		Willpower:					Special:		Willpower:				
Separate simultaneous uses of this power stack, to a maximum of -4		This effect lasts 1 extra round.					This power always costs 1 Energy to use						