





Player:		Race:	Fey (Fairy Tale)	Origin:	Sideways (Lands of Yore)
Character:	Wilhemina Charming	Concept:	Outsider Activist	Faction:	Asylum
Image:		Harmony	Foundations: (from least to most important)		
		6 5 4 3 2 1	5	I'm an artist.	
			4	I earn everything through hard work and I share what I have.	
			3	I resent sexist Fairy Tale society.	
			2	I was raised with unconditional love.	
			1	My entire family grew up in exile.	
Max Resolve:	28	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 failurethen add BASE IMPACT to  to get total Impact

MIGHT	3	Modifier	Base Impact
Athletics		1	3
Close Combat		2	3
Survival		1	3
AGILITY	3		
Ranged Combat		4	3
Stealth		1	3
Mechanics		1	3

WITS	4	Modifier	Base Impact
Academics		2	4
Electronics		2	4
Medicine		2	4
INTUITION	2		
Empathy		3	2
Occult		3	2
Streetwise		4	2
PRESENCE	5		
Command		3	5
Relate		2	5

Aspects	Powers
Character Features and Passive Bonuses	Name Action Modifier Base Impact
Splendor Currently providing +1 to Presence and Command	Graceful Charm Complex 4 7
	Trick Shot Complex 5 6
	Tenacity Simple 4 4
Warrior Currently providing +1 to Close Combat and Ranged Combat modifiers	
Warden Currently providing +1 Aspect Bonus to Mental Defense and +1 to all Escape Rolls against Outside Powers.	

(For more information, see the power cards)

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Max Resolve:	28	Max Energy:	10	Initiative	7
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 2 4 Electronics 2 4 Medicine 2 4		
MIGHT 3 Modifier Base Impact Athletics 1 3 Close Combat 2 3* Survival 1 3			INTUITION 2 Empathy 1 2 Occult 3 2 Streetwise 4 2		
AGILITY 3 Ranged Combat 5 3* Stealth 1 3 Mechanics 1 3			PRESENCE 5 Command 2 5 Relate 2 5		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Modifier Base Impact
Splendor Currently providing +1 to Presence and Command Any creature taking a hostile action againsts you or someone adjacent to you receives a Major Disadvantage Warrior Currently providing +1 to Close and Ranged Combat modifiers * - Currently providing +2 Impact to Close and Ranged combat rolls Warden Currently providing +1 Aspect Bonus to Mental Defense and +1 to all Escape Rolls against Outside Powers. Currently providing resistance to Innate Impact			Graceful Charm	Complex	4 7
			Trick Shot	Complex	5 6
			Tenacity	Simple	4 4
(For more information, see the power cards)					

Inventory		
Item	Base Impact	Description
Reliable Pistol	5	Fresh and new
Travel bag and kit	2	Everything for the modern woman on the go
Departmental funds	5	For Asylum official and secret business
Contracts		
With ASYLUM: Traded Grandeaur for Warden		
Background		
<p>Wilhemina Charming is Rapunzel's daughter. After the Prince freed Rapunzel, the laws of the land still held them in violation of the ancient king's exile and they were both banished to another tower far, far away. Wilhemina grew up in and around the tower helping take care of her large family. At great cost, her family have smuggled her Inside where she can build a better life and send for the rest of them later. Although technically a princess, Wilhemina has openly rejected her title to the point of selling it off to Asylum.</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>Wilhemina is a member of Asylum's elite core. She has a very personal stake in the mission to build an open, peaceful and integrated society on Earth. Although quite beautiful, she goes out of her way to dress in simple clothes. Her hair also grows quite fast, making her have to cut it every few days. When Manifested she appears as a gorgeous untamed huntress.</p> <p>Wilhemina speaks English and goes out of her way to keep the occasional Olde Englishe word from slipping into her speech. She is a full-fledged Asylum agent, meaning she may call upon them for backup and is immune to the memory-altering effects of Inside Powers.</p>		



Covert Power		Action	Mod	Impact		Covert Power		Action	Mod	Impact	
Graceful Charm		Complex	4	7	/	7	Trick Shot		Complex	4	6 / 6
Target:	All Adjacent and Close creatures					Target:	One creature or object				
Effect:						Effect:					
Until the end of your next turn, the targets become pleasant and calm. You also gain a minor advantage to any presence based skill or power used on the targets. This effect is immediately dispelled if you or anyone successfully makes a hostile or violent action within your area of effect.						Impact for this power equals the Ranged Combat or Weapon Base Impact + 1. If the target is an object or device then you may either force it to activate/deactivate or disable it completely. If the target is a creature then the target becomes immobilized and staggered.					
Special:		Willpower:				Special:		Willpower:			
		You may change the target of an action someone takes while under your power.						This attack ignores any armor or resistances.			

Covert Power		Action	Mod	Impact	
Tenacity		Simple	5	4	/ 4
Target:	Self				
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.					
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.		