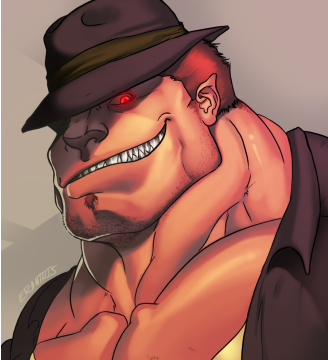
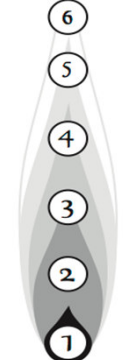




ASYLUM		COVERT FORM				GenCon Character Sheet	
Player:		Race: Fey (Frost Giant)		Origin: Outside			
Character: Grom "Cold Blood" Jotunbrud		Concept: Frost Giant Enforcer		Faction: First Born			
Image:		Harmony		Foundations: (from least to most important)			
				5		Community: The clan looks out for its own. Together you are stronger than your sum.	
				4		Vengeance: Eye for an eye, tooth for a tooth. The price of justice is never too expensive.	
				3		Ambition: Strength is both a means and an ends. Use your strength to improve yourself.	
				2		Guardian: Protect the weak. Respect and nurture the strength of others.	
				1		Honor: Your word is bond. You and live and die by your oaths.	
Max Health 34		Max Energy 8		Sprint		Initiative	
Current:		Current:		11		5	
				Physical		7	
				Defense		Mental	
				1		8	
				Armor and Resistances:		Freezing (4)	
Attributes, Skill and their associated Rolls and Base Impact							
MIGHT 5				WITS 2			
Roll				Roll			
Base Impact				Base Impact			
Athletics 3 7				Academics 1 2			
Close Combat 5 7				Electronics 1 2			
AGILITY 2				Mechanics 6 2			
Ranged Combat 1 2				Medicine 1 2			
Stealth 1 2				Occult 1 2			
INTUITION 3				PRESENCE 3			
Empathy 1 3				Command 3 3			
Nature 5 3				Relate 1 3			
Streetwise 3 3							
Aspects				Powers			
Character Features and Passive Bonuses				Name Action Roll Base Impact			
Gigantic Essence				Implacable Stance Free			
Currently Providing +4 max Health, +2 Might-based Impact.				Frozen Artifice Simple			
Glacial Essence				Supercharge Complex 2			
Currently Providing +4 Cold Resistance, move on ice without slipping or breaking it.							
Mechanical Essence							
Currently providing +6 to Mechanics rolls.							
(For more information, see the power cards)							

ASYLUM		MANIFEST FORM				GenCon Character Sheet	
Player:		Race: Fey (Frost Giant)		Origin: Outside			
Character: Grom "Cold Blood" Jotunbrud		Concept: Frost Giant Enforcer		Faction: First Born			
Image:		Harmony		Foundations: (from least to most important)			
				5		Community: The clan looks out for its own. Together you are stronger than your sum.	
				4		Vengeance: Eye for an eye, tooth for a tooth. The price of justice is never too expensive.	
				3		Ambition: Strength is both a means and an ends. Use your strength to improve yourself.	
				2		Guardian: Protect the weak. Respect and nurture the strength of others.	
				1		Honor: Your word is bond. You and live and die by your oaths.	
Max Health: 34		Max Energy: 8		Sprint		Initiative	
Current:		Current:		11		5	
				Physical		7	
				Defence		8	
				Armor and Resistances:		3	
				Freezing (4)			
Attributes, Skill and their associated Rolls and Base Impact							
MIGHT 5		Roll		Base Impact		WITS 2	
Athletics		3		7		Academics	
Close Combat		5		7		Electronics	
AGILITY 2		1		2		Mechanics	
Ranged Combat		1		2		Medicine	
Stealth		3		3		Occult	
INTUITION 3		1		3		PRESENCE 3	
Empathy		5		3		Command	
Nature		3		3		Relate	
Streetwise							
Aspects				Powers			
Character Features and Passive Bonuses				Name Action Roll Base Impact			
Gigantic Essence Currently Providing +4 max Health, +2 Might-based Impact.				Implacable Stance Free			
Currently Providing +50% size, 2-yard reach,+ 2 Armor.				Frozen Artifice Simple			
Glacial Essence Currently Providing +4 Cold Resistance, move on ice without slipping or breaking it.				Supercharge Complex 2			
Enemies that wind up adjacent to you are restrained with ice until the end of their next turn. Fire will immediately free them.				Colossal Form Simple			
Mechanical Essence Currently providing +6 to Mechanics rolls.				Flash Freeze Complex 5 5			
Currently providing +1 Base Impact to all your equipment.							
(For more information, see the power cards)							