ASYLUM				COVER	T FORM		GenCon Character Sheet			
Player:				Race:			Origin:	Characte		nicet .
					Cursed			Inside		
Character:				Concept:			Faction:			
	Tiffany S	Shulman			Indead Nur	The Mission				
	<u>Image:</u>		<u>Harmony</u>				(from least to most important)			
6				5	Cares about her appearance.					
(5) (4) (3)			4	Craves Power.						
			3	Helps those in need.						
	2			2	Considers all life precious.					
•				1	Bring family back from the dead.					
Max Health	<u>26</u>	Max Energy	10	<u>Sprint</u>	<u>Initiative</u>	<u>Physical</u>	6	<u>Mental</u>		10
Current:		Current:		8	3	<u>Defense</u>	U	<u>Defense</u>		10
					Resistances:					
					ociated Rol	ls and Base	-			
MIGHT		3	Roll	Base Impact	WITS		5	Roll		Base Impact
	Athletics		1			Academics			3	5
	Close Comb		3	4		Electronics			2	5
AGILITY		1				Mechanics			2	5
	Ranged Con	nbat		1		Medicine			3	6
	Stealth	_		1		Occult	_		6	6
INTUITION		2			PRESENCE		5			
	Empathy		1			Command			6	6
	Nature		1	2		Relate			2	6
	Streetwise		1	2						
		Aspects					Powers			
Character Features and Passive Bonuses					Name Taskmaste		Action	Roll		Base Impact
	Dominating Essence						Simple		_	
Currently providing +6 to Command rolls.					Petition Co	ontract	Complex		6	
					Sanction		Complex		6	5
Arcane Essence										
Currently providing +6 to Occult rolls.										
Resolute Essence										
Currently adding +1 to Mental Defense										
						(For m	ore informat	ion, see the	e p	ower cards)

ASYLUM MANIFES					ST FORM			GenCon Character Sheet		
Player:				Race:			Origin:			
_	_				Cursed		_	Inside		
<u>Character:</u>				Concept:	<u>Faction:</u>					
	Tiffany Shulman				Jndead Nurse			The Mission		
<u>Image:</u> <u>Harmony</u>				<u>Foundation</u>	Foundations: (from least to most important)					
6			5	Cares about her appearance.						
(5)			4	Craves Power.						
	(4) (3) (2)			3	Helps those in need.					
				2	Considers all life precious.					
				1	Bring family back from the dead.					
Max Health	. 26	Max Energy	10	<u>Sprint</u>	Initiative	Physical		Mental		
Current:	<u>.</u> 20	Current:	10	<u> </u>		Defence	6	Defence	10	
				Armor and F		1		Psychic (4)	
		Attribu	ıtes, Skill ar	nd their asso	ociated Roll	s and Base	Impact	, .	,	
MIGHT		3	Roll	Base Impact	WITS		5	Roll	Base Impact	
	Athletics		1	3		Academics		3	5	
	Close Comb	at	3	4		Electronics		2	5	
AGILITY		1				Mechanics		2	5	
	Ranged Com	nbat		1		Medicine		3	6	
	Stealth			1		Occult		6	6	
INTUITION	N	2			PRESENCE		5	;		
	Empathy		1	2		Command		6	5 8	
	Nature		1	2		Relate		2	2 8	
	Streetwise		1	2						
Aspects							Powers			
		atures and Pas	ssive Bonuses		Name Taskmaste		Action	Roll	Base Impact	
	Dominating Essence						Simple			
Currently providing +6 to Command rolls.					Petition Co	ontract	Complex	6		
Adjacent allies gain +2 Innate Resistance					Sanction		Complex	6	5 5	
Arcane Essence					Fetter		Complex	6	5 10	
Currently providing +6 to Occult rolls.					Usury		Complex	6		
Currently providing +2 Innate resistance to you and adjacent allies										
Resolute Essence										
Currently adding +1 to Mental Defense										
Currently addi	Currently adding +4 Innate Resistance									
						(For m	ore informat	ion, see the	power cards)	