
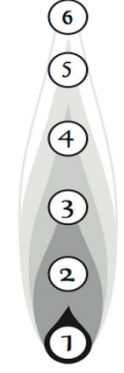



ASYLUM		COVERT FORM				GenCon Character Sheet					
Player:		Race: Human (Cursed)		Origin: Inside							
Character: Cassandra Jackson		Concept: Woman in Black		Faction: The Bureau							
Image:		Harmony		Foundations: (from least to most important)							
				5	A place for everything...						
				4	...and everything in its place.						
				3	Protect the unwitting.						
				2	Get the job done.						
				1	Everything has a reason.						
Max Health 24		Max Energy 9		Sprint	Initiative	Physical	11	Mental	7		
Current:		Current:		12	14	Defense		Defense			
				Armor and Resistances:							
Attributes, Skill and their associated Rolls and Base Impact											
MIGHT 2				Roll	Base Impact	WITS 2				Roll	Base Impact
Athletics				3	2	Academics				3	2
Close Combat				3	2	Electronics				1	2
AGILITY 6						Mechanics				1	2
Ranged Combat				6	7	Medicine				1	2
Stealth				3	6	Occult				3	2
INTUITION 4						PRESENCE 2					
Empathy				2	4	Command				1	2
Nature				2	4	Relate				1	2
Streetwise				3	4						
Aspects					Powers						
Character Features and Passive Bonuses					Name	Action	Roll	Base Impact			
Nimble Essence Currently adding +1 Agility					Astonishing Speed	Reaction					
Resolute Essence Currently adding +1 to Mental Defense					Enduring Tenacity	Simple					
Prescient Essence Currently providing +4 Initiative, immunity to Blindness and Deafness											
										(For more information, see the power cards)	

ASYLUM		MANIFEST FORM		GenCon Character Sheet	
Player:		Race:		Origin:	
		Human (Cursed)		Inside	
Character:		Concept:		Faction:	
Cassandra Jackson		Woman in Black		The Bureau	
Image:	Harmony	Foundations: (from least to most important)			
	6	5	A place for everything...		
	5	4	...and everything in its place.		
	4	3	Protect the unwitting.		
	3	2	Get the job done.		
	2	1	Everything has a reason.		
Max Health: 24		Max Energy: 9		Sprint	Initiative
Current:		Current:		12	14
		Armor and Resistances:		Physical	Mental
				11	7
				Defence	Defence
Attributes, Skill and their associated Rolls and Base Impact					
MIGHT 2		Roll	Base Impact	WITS 2	
Athletics		3	2	Academics	
Close Combat		3	2	Electronics	
AGILITY 6				Mechanics	
Ranged Combat		6	9	Medicine	
Stealth		3	8	Occult	
INTUITION 4				PRESENCE 2	
Empathy		2	4	Command	
Nature		2	4	Relate	
Streetwise		3	4		
Aspects			Powers		
Character Features and Passive Bonuses			Name	Action	Roll Base Impact
Nimble Essence			Astonishing Speed	Reaction	
Currently adding +1 Agility			Enduring Tenacity	Simple	
Currently adding +2 move					
Resolute Essence			Foreboding Omen	Simple	
Currently adding +1 to Mental Defense					
Currently adding +4 Innate Resistance					
Prescient Essence					
Currently providing +4 Initiative, immunity to Blindness and Deafness.					
Ignore stealth/concealment, see invisible creatures and objects, and recognize illusions.					
(For more information, see the power cards)					