| ASYLUM | | | | COVERT FORM | | | GenCon Character Sheet | | | |
|--|--------------|-----------------|--------------|----------------------|---|----------------|--------------------------------|----------------|-----|-------------|
| Player: | | | | Race: | | | Origin: | | | |
| | | | | Chimera (Exalted) | | | Outside | | | |
| <u>Character:</u> | | | | Concept: | | | Faction: | | | |
| | Bradley Fox | | | Vulpine Man in Black | | | The Bureau | | | |
| Image: Harmony | | | | Foundations: | | | (from least to most important) | | | |
| 6 5 4 3 2 | | | | 5 | out when I needed it most, so I will pay back the fav | | | | | the favor. |
| | | | | 4 | I am a leader, not a follower. Someone has to tak first step into the Darkness. | | | | | take that |
| | | | | 3 | I need to climb the ranks, find out what the BoA reall knows. | | | | | oA really |
| | | | | 2 | I pay my debts, in this world and all worlds, in lifetime, and every one I am born into. | | | | | ı this |
| | | | 1 | 1 | There is a vast web of conspiracy that spans Inside, Outside, and Sideways. I must understand it! | | | | | |
| Max Health | <u> </u> | Max Energy | 8 | <u>Sprint</u> | <u>Initiative</u> | - | 8 | <u>Mental</u> | | 11 |
| Current: | | Current: | | 9 | 5 | <u>Defense</u> | ٥ | <u>Defense</u> | | 11 |
| | | | | | Resistances: | 1 | | | | |
| Attributes, Skill and their associated Rolls and Base Impact | | | | | | | | | | |
| MIGHT | | 2 | Roll | Base Impact | WITS | | 6 | Roll | | Base Impact |
| | Athletics | | 1 | | | Academics | | | 5 | 6 |
| A CULITY | Close Comb | | 1 | 2 | | Electronics | | | 3 | 6 |
| AGILITY | | 3 | | _ | | Mechanics | | | 3 | 6 |
| | Ranged Con | nbat | 3 | | | Medicine | | | 6 | 6 |
| Stealth 1 INTUITION 2 | | | . 3 | PRESENCE | Occult | 3 | | 6 | 7 | |
| | Empathy | 2 | 1 | 2 | PRESENCE | Command | 3 | | 1 | 3 |
| | Nature | | 1 | | | Relate | | | 1 | 3 |
| | Streetwise | | | _ | | Relate | | | 1 | 3 |
| Aspects 1 2 | | | | | Powers | | | | | |
| | Character Fe | eatures and Pas | sive Bonuses | | Name | | Action | Roll | | Base Impact |
| Brilliant Es | sence | | | | Confoundir | ng Wit | Reaction | | | |
| Currently adding +1 Wits. | | | | Panacea | | Complex | | 6 | | |
| | | | | | Seal | | Complex | | 6 | 8 |
| Medicinal Essence | | | | | Sanction | | Complex | | 6 | 6 |
| Currently providing +6 to Medicine rolls. | | | | | | | | | | |
| Arcane Essence | | | | | | | | | | |
| Currently providing +6 to Occult rolls. | | | | | | | | | | |
| | | | | | | | | | | |
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| | | | | | | | | | | |
| | | | | | | (For mo | ore informat | ion, see th | e p | ower cards) |

| ASYLUM M | | | | IANIFEST FORM | | | GenCon Character Sheet | | |
|---|---|----------------|----------------------|---|---|--------------------------------|---------------------------|----------------|-------------|
| Player: | | | | Race: | | | Origin: | | |
| | | | | Chi | mera (Exalt | :ed) | _ | Outside | |
| <u>Character:</u> | | | Concept: | | | Faction: | | | |
| Bradley Fox | | | Vulpine Man in Black | | Black | | The Bureau | | |
| <u>Image:</u> <u>Harmony</u> | | | <u>Foundations:</u> | | | (from least to most important) | | | |
| 6 5 4 | | | 5 | I'm a loyal member of the The Bureau. They helped nout when I needed it most, so I will pay back the favo | | | | | |
| | | | 4 | I am a leader, not a follower. Someone has to take that first step into the Darkness. | | | | | |
| | | | 3 | 3 | I need to climb the ranks, find out what the BoA really knows. | | | | |
| | 10/2 | | 2 | 2 | I pay my debts, in this world and all worlds, in this lifetime, and every one I am born into. | | | | |
| | | | 1 | 1 | There is a vast web of conspiracy that spans Inside, Outside, and Sideways. I must understand it! | | | | - |
| Max Health | : 24 | Max Energy: | 8 | Sprint | | Physical Physical | | Mental | |
| Current: | | Current: | | 9 | | Defence | 8 | Defence | 11 |
| | | | | Armor and F | Resistances: | 1 | | Physical (4) | |
| | | Attribu | ıtes, Skill ar | nd their asso | ociated Roll | s and Base | Impact | | |
| MIGHT | | 2 | Roll | Base Impact | WITS | | 6 | Roll | Base Impact |
| | Athletics | | 1 | 2 | | Academics | | 5 | 8 |
| | Close Comb | at | 1 | 2 | | Electronics | | 3 | 8 |
| AGILITY | | 3 | | | | Mechanics | | 3 | 8 |
| | Ranged Con | nbat | 3 | 4 | | Medicine | | 6 | 8 |
| | Stealth | _ | 1 | 3 | | Occult | _ | 6 | 9 |
| INTUITION | | 2 | | | PRESENCE | | 3 | | |
| | Empathy | | 1 | 2 | | Command | | 1 | 3 |
| | Nature | | 1 | 2 | | Relate | | 1 | 3 |
| | Streetwise | Acnosts | 1 | 2 | | | Dowers | | |
| Aspects Character Features and Passive Bonuses | | | | | Name | | Powers Action | Roll | Base Impact |
| Brilliant Es | | atures and ras | SIVE DOTIGSES | | Confoundi | ng Wit | Reaction | KOII | base impact |
| Currently adding +1 Wits. | | | | | Panacea | 16 **** | Complex | 6 | |
| | | | | | Seal | | Complex | 6 | 10 |
| Currently adding +2 to Wits-related impact. | | | | | Sanction | | Complex | 6 | 8 |
| Medicinal Essence | | | | | | | | | |
| Currently providing +6 to Medicine rolls. | | | | | | | | | |
| Adjacent allies gain a Minor Advantage on all Escape Rolls. | | | | | | | | | |
| Arcane Essence | | | | | | | | | |
| Currently providing +6 to Occult rolls. | | | | | | | | | |
| Currently prov | Currently providing +2 Innate resistance to you and adjacent allies | | | | | ,_ | | | |
| | | | | | | (For mo | ore informat | ion, see the p | ower cards) |