| ASYLUM COVER   |              |              |      |                                       | Γ FORM            | GenCon<br>Character Sheet |                                |                |      |              |  |
|--|--------------|--------------|------|---------------------------------------|-------------------|---------------------------|--------------------------------|----------------|------|--------------|--|
| Player:  |              |              |      | Race:                                 |                   |                           | Origin:                        |                |      |              |  |
|  |              |              |      | Attuned Human                         |                   |                           | Inside                         |                |      |              |  |
| <u>Character:</u>  |              |              |      | Concept:                              |                   |                           | Faction:                       | Dod Mar        | ا ما | _            |  |
| Albany Stone   |              |              |      | Glam Musician Occultist  Foundations: |                   |                           | Red Market                     |                |      |              |  |
| Image: Harmony  6 3 4 3  |              |              |      |                                       | Authentic :       | Style                     | (from least to most important) |                |      |              |  |
|  |              |              | 5    | , watering seyie                      |                   |                           |                                |                |      |              |  |
|  |              |              | 4    | Looking for True Love                 |                   |                           |                                |                |      |              |  |
|  |              |              | 3    | Admiration of the Fans                |                   |                           |                                |                |      |              |  |
| 2  |              |              |      | 2 Actualized Artistry                 |                   |                           |                                |                |      |              |  |
|  |              |              | 1    | 1                                     | Seeker of Secrets |                           |                                |                |      |              |  |
| Max Health   | 22           | Max Energy   | 9    |                                       | <u>Initiative</u> | <u>Physical</u>           | 8                              | <u>Mental</u>  |      | 9            |  |
| Current:   |              | Current:     |      | 8                                     | 7                 | <u>Defense</u>            |                                | <u>Defense</u> |      |              |  |
| Armor and Resistances: 1  Attributes, Skill and their associated Rolls and Base Impact                       |              |              |      |                                       |                   |                           |                                |                |      |              |  |
| MIGHT  |              | Attribu<br>1 | Roll | Base Impact                           |                   | is and base               | : impact<br>3                  | Roll           |      | Base Impact  |  |
| I VII GIII   | Athletics    | _            | Kon  | 1                                     | Wiiis             | Academics                 | •                              | Kon            | 1    | 3            |  |
|  | Close Comb   | at           |      | 1                                     |                   | Electronics               |                                |                | 3    | 3            |  |
| AGILITY  | Close Collis | 3            |      | -                                     |                   | Mechanics                 |                                |                | 1    | 3            |  |
|  | Ranged Con   |              | 1    | 3                                     |                   | Medicine                  |                                |                | 1    | 3            |  |
|  | Stealth      |              | 1    |                                       |                   | Occult                    |                                |                | 3    | 3            |  |
| INTUITION  |              | 4            | _    | _                                     | PRESENCE          |                           | 4                              |                | _    | -            |  |
|  | Empathy      |              | 3    | 4                                     |                   | Command                   |                                |                | 5    | 4            |  |
|  | Nature       |              | 2    | 4                                     |                   | Relate                    |                                |                | 5    | 4            |  |
|  | Streetwise   |              | 2    | 4                                     |                   |                           |                                |                |      | •            |  |
| Aspects  |              |              |      |                                       |                   |                           | Powers                         |                |      |              |  |
| Character Features and Passive Bonuses   |              |              |      |                                       | Name              |                           | Action                         | Roll           |      | Base Impact  |  |
| Influential  | Essence      |              |      |                                       | Sovereignt        | У                         | Complex                        |                | 5    | 6            |  |
| Currently providing 3 followers who can perform any action th does not require a roll                        |              |              |      | ction that                            | Illusionary       | Prop                      | Simple                         |                |      |              |  |
| Resolute Essence<br>Currently adding +1 to Mental Defense  |              |              |      |                                       |                   |                           |                                |                |      |              |  |
| Glamourous Essence   |              |              |      |                                       |                   |                           |                                |                |      |              |  |
| Perfectly imitate any sound from memory, Minor Advantage to Relate or Command rolls involving impersonation. |              |              |      |                                       |                   |                           |                                |                |      |              |  |
|  |              |              |      |                                       |                   |                           |                                |                |      |              |  |
|  |              |              |      | (Ear m                                | ore informat      | ion sooth                 | 0 "                            | nower cards)   |      |              |  |
| (For more information, see   |              |              |      |                                       |                   |                           |                                | انانا عدد داا  | ۷ ۲  | .cvci carus) |  |

| ASY   | 'LUM          | ST FOR         | M                                 | GenCon<br>Character Sheet |                     |   |                |             |          |      |
|---|---------------|----------------|-----------------------------------|---------------------------|---------------------|---|----------------|-------------|----------|------|
| <u>Player:</u>  |               |                |                                   | Race:                     |                     |   | Origin:        |             |          |      |
|   |               |                | At                                | tuned Hum                 | an                  |   | Inside         |             |          |      |
| Character:  Albany Stone  |               |                | Concept:  Glam Musician Occultist |                           |                     | Faction:                                  |                |             |          |      |
|   |               |                |                                   |                           |                     | Red Market (from least to most important) |                |             |          |      |
|   | <u>lmage:</u> |                | Harmony<br>6                      | <u>Foundation</u>         |                     | Ctudo                                     | (from least to | o most impo | rtant)   |      |
| 7   | MATE          | ME             |                                   | 5                         | Authentic Style     |   |                |             |          |      |
| (5)<br>(4)<br>(3)   |               |                | 4                                 | Looking for True Love     |                     |   |                |             |          |      |
|   |               |                | 3                                 | Admiration of the Fans    |                     |   |                |             |          |      |
| ON CO   | Now!          |                | 2                                 | 2                         | Actualized Artistry |   |                |             |          |      |
|   |               |                | 1                                 | 1                         | Seeker of Secrets   |   |                |             |          |      |
| Max Health  | 1: 22         | Max Energ      | <u>y:</u> 9                       | <u>Sprint</u>             | <u>Initiative</u>   | Physical                                  | _              | Mental      | _        |      |
| Current:  | _             | Current:       | <del>-</del>                      | 8                         |                     | <u>Defence</u>                            | 8              | Defence     | 9        |      |
|   |               |                |                                   | Armor and I               | Resistances:        | 1   |                |             |          |      |
|   |               | Attril         | outes, Skill ar                   | nd their asso             | ociated Roll        | s and Base                                | Impact         |             |          |      |
| MIGHT   |               |                | <b>1</b> Roll                     | Base Impact               | WITS                |   | 3              | Roll        | Base Imp | pact |
|   | Athletics     |                |                                   | 1                         |                     | Academics                                 |                |             | 1        | 3    |
|   | Close Comba   | at             |                                   | 1                         |                     | Electronics                               |                |             | 3        | 3    |
| AGILITY   |               |                | 3                                 |                           |                     | Mechanics                                 |                |             | 1        | 3    |
|   | Ranged Com    | nbat           | 1                                 | 3                         |                     | Medicine                                  |                |             | 1        | 3    |
|   | Stealth       |                | 1                                 | 3                         |                     | Occult                                    |                |             | 3        | 3    |
| INTUITION 4   |               |                |                                   | PRESENCE                  |                     | 4   | ļ              |             |          |      |
|   | Empathy       |                | 3                                 | 4                         |                     | Command                                   |                |             | 5        | 4    |
|   | Nature        |                | 2                                 | 4                         |                     | Relate                                    |                |             | 5        | 4    |
|   | Streetwise    |                | 2                                 | 4                         |                     |   |                |             |          |      |
|   |               |                |                                   |                           | Powers              |   |                |             |          |      |
|   | Character Fea | assive Bonuses | Name                              |                           | Action              | Roll                                      | Base Imp       | act         |          |      |
| Influential Essence   |               |                |                                   |                           | Sovereignt          | y   | Complex        |             | 5        | 6    |
| Currently providing 3 followers who can perform any action that does not require a roll   |               |                |                                   |                           | Illusionary         | Prop                                      | Simple         |             |          |      |
| You may perform any action through a follower. Your action is still used up.  |               |                |                                   |                           |                     |   |                |             |          |      |
| Resolute Essence  |               |                |                                   |                           | Fetter              |   | Complex        |             | 5        | 6    |
| Currently adding +1 to Mental Defense   |               |                |                                   |                           |                     |   |                |             | J        |      |
| Currently adding +4 Innate Resistance   |               |                |                                   |                           |                     |   |                |             |          |      |
| Glamourous Essence  |               |                |                                   |                           |                     |   |                |             |          |      |
| Perfectly imitate any sound from memory, Minor Advantage to Relate or Command rolls involving impersonation.                          |               |                |                                   |                           |                     |   |                |             |          |      |
| Project a mirage of any small, medium, or large creature that affects anyone non-adjacent. Specialty die to rolls involving disguise. |               |                |                                   |                           |                     | (For m                                    | ore informat   | ion see the | nower ca | rdel |
|   |               |                |                                   | <u> </u>                  | (1 01 111           | o.cioiiiiat                               | , 300 1110     | POWEL COL   | . 43)    |      |