ASYLUM				T FORM	GenCon Character Sheet					
Player:			Race:			Origin:				
				Fey (Anima)		Outsid	e		
Character:					Faction:					
					•					
<u>Image:</u> <u>Harmony</u>									int)	
6 5 4 3										
				Willing to take chances for love						
				Will never forget her prince						
			2	Will never forget how she was wronged						
V		1	1	Will never	ing in herself					
28	Max Energy	11	<u>Sprint</u>	<u>Initiative</u>	<u>Physical</u>	7	<u>Mental</u>		11	
	Current:		10	4	<u>Defense</u>	,	Defense	1	11	
					1					
					ls and Base					
	4	Roll		WITS		2	2 Roll		Base Impact	
									2	
ose Comb		6	4					1	2	
	2				Mechanics			1	2	
nged Con	nbat	1	2		Medicine			1	2	
ealth		1	2		Occult			1	2	
	2			PRESENCE		(5			
npathy		1	2		Command			5	6	
iture		1	2		Relate			5	6	
reetwise		1	2							
Aspects						Powers				
aracter Fe	atures and Pas	sive Bonuses		Name		Action	Roll		Base Impact	
ssence						Simple		5	8	
				Overwheln	ning Person	Reaction				
				Persistent '	Threat	Reaction		6	6	
ssence										
+1 Presen	ce.									
nce										
Warrior Essence Currently providing +6 to Close Combat rolls.										
Ü										
					(For mo	ore informa	tion, see th	e p	ower cards)	
	mage: 28 hletics becomb nged Comb ealth hapathy ture eetwise sence ssence +1 Presen	28 Max Energy Current: Attribu 4 hletics ase Combat ealth 2 apathy ture eetwise Aspects aracter Features and Passesence seence 4 seence Aspects aracter Features and Passesence Aspects aracter Features and Passesence	Max Energy 11 Current: Attributes, Skill ar Attributes 2 Ose Combat 6 2 Onged Combat 1 Pealth 1 Current	se Rylinn'anniav (Annie Rylinn) se Rylinn'anniav (Annie Rylinn) mage: Harmony Foundation	Fey (Anima Concept: Sidhe Refugee, Maide Marmony Foundations: Pride in no Willing to t Will never Will never Will never Sprint Armor and Resistances: Attributes, Skill and their associated Rol Armor and Resistances: Attributes, Skill and their associated Rol Armor and Resistances: PRESENCE Agenty 1 2 PRESENCE Aspects Aspects Aspects Aspects Aracter Features and Passive Bonuses Are Roll Beguiling Volverwheln Persistent Roll PRESENCE Beguiling Volverwheln Persistent	Fey (Anima) Concept: Sidhe Refugee, Maiden of Sorrow Mage: Harmony Foundations: Willing to take chance In Willing to take chance Willing Willing to take chance Willing to take chance Willing Wi	Fey (Anima) Concept: See Rylinn'anniav (Annie Rylinn) See Rylinn'annia (Annie Rylinn) See R	Race: Fey (Anima) Outsid Faction: Se Rylinn'anniav (Annie Rylinn) Outsid Rage: Harmony Foundations: Formid in noble heritage Formid in noble heritage Willing to take chances for love Will never forget how she was wronged Pride in noble heritage Will never forget how she was wronged Will never forget how she was wronged Will never forget how she was wronged Pride in noble heritage Will never forget how she was wronged Will never forget how she was wronged Pride in noble heritage Will never forget how she was wronged Will never forget her prince Will never forget how she was wronged Will never forget how she was wronged	Race: Fey (Anima) Fey (Anima) Outside Faction: Sidhe Refugee, Maiden of Sorrow Mage: Harmony Foundations: Girque Foundations: Girque Foundations: Girque Fride in noble heritage Willing to take chances for love Will never forget her prince Will never forget how she was wronged Will never forget how she was wronged Will never stop believing in herself Will never stop believing in herself Lorrent: Defense Armor and Resistances: Defense Armor and Resistances: Attributes, Skill and their associated Rolls and Base Impact Attributes, Skill and their associated Rolls and Base Impact A Roll Base Impact WITS Redadenics See Combat Defense A Roll Base Impact PRESENCE Decound Decound Defense A Roll Base Impact PRESENCE Decound	

ASY	'LUM	N	IANIFE	M		GenCon Character Sheet				
<u>Player:</u>				Race:			Origin:			
					Fey (Anima)		Outside	!	
<u>Character:</u>				Concept:	Faction:					
Aellae of		ınniav (An			rugee, Maiden of Sorrow Cirque cions: (from least to most important)					
	<u>Image:</u>		Harmony	<u>Foundation</u>		la la la auta a		o most impo	rtant)	
			6 5	5		ble heritag				
31			4	4	Willing to 1	take chance	es for love			
-			3	3	Will never	forget her	prince			
4		₹,	2	2	Will never	forget how	she was w	ronged		
3/		180	1	1	Will never	stop believ	ing in herse	elf		
Max Health	n: 28 M	lax Energy:	11	<u>Sprint</u>	<u>Initiative</u>	Physical	_	Mental		
Current:		urrent:		10		<u>Defence</u>	7	Defence	11	
				Armor and F		1				
		Attribu	tes, Skill a	nd their asso	ociated Roll	ls and Base	Impact			
MIGHT		4	Roll	Base Impact	WITS		2	. Roll	Base Impac	
	Athletics		2	4		Academics			3	
	Close Combat		6	4		Electronics			1	
AGILITY		2				Mechanics			1	
	Ranged Comb	at	1	2		Medicine			1 2	
	Stealth	_	1	2		Occult	_		1 2	
INTUITIO		2			PRESENCE		6	j		
	Empathy		1	2		Command			5	
	Nature		1	2		Relate			5	
	Streetwise	Aspects	1				Powers			
	Character Feat		Name Action			Roll	Base Impact			
Mellifluou		ares and ras	Sive Bonuses		Beguiling V	Vords	Simple		5 8	
						ning Persor	•		-	
					Persistent	_	Reaction		6 6	
						646				
	ic Essence				Shrieking (Cacophony	Complex		5 6	
Currently add	ing +1 Presence.									
Currently adding +2 to Presence-related impact.										
Warrior Essence										
Currently providing +6 to Close Combat rolls.										
Currently providing +1 Physical Defense.										
						(For m	ore informat	ion, see the	e power cards	