


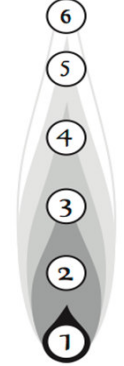


| ASYLUM | | COVERT FORM | | | | GenCon Character Sheet | |
|--|--|---|--|--|--|---------------------------------------|--|
| Player: | | Race: Fey (Anima) | | Origin: Outside | | | |
| Character: Aellae of House Rylinn'anniav (Annie Rylinn) | | Concept: Sidhe Refugee, Maiden of Sorrow | | Faction: Cirque | | | |
| Image: | | Harmony | | Foundations: (from least to most important) | | | |
|  | |  | | 5 | | Pride in noble heritage | |
| | | | | 4 | | Willing to take chances for love | |
| | | | | 3 | | Will never forget her prince | |
| | | | | 2 | | Will never forget how she was wronged | |
| | | | | 1 | | Will never stop believing in herself | |
| | | | | | | | |
| Max Health 28 | | Max Energy 11 | | Sprint | | Initiative | |
| Current: | | Current: | | 10 | | 4 | |
| | | | | Physical | | 7 | |
| | | | | Defense | | 11 | |
| | | | | Armor and Resistances: | | 1 | |
| Attributes, Skill and their associated Rolls and Base Impact | | | | | | | |
| MIGHT 4 | | | | WITS 2 | | | |
| Athletics 2 4 | | | | Academics 3 2 | | | |
| Close Combat 6 4 | | | | Electronics 1 2 | | | |
| AGILITY 2 | | | | Mechanics 1 2 | | | |
| Ranged Combat 1 2 | | | | Medicine 1 2 | | | |
| Stealth 1 2 | | | | Occult 1 2 | | | |
| INTUITION 2 | | | | PRESENCE 6 | | | |
| Empathy 1 2 | | | | Command 5 6 | | | |
| Nature 1 2 | | | | Relate 5 6 | | | |
| Streetwise 1 2 | | | | | | | |
| Aspects | | | | Powers | | | |
| Character Features and Passive Bonuses | | | | Name Action Roll Base Impact | | | |
| Mellifluous Essence | | | | Beguiling Words Simple 5 8 | | | |
| Charismatic Essence | | | | Overwhelming Person Reaction | | | |
| Currently adding +1 Presence. | | | | Persistent Threat Reaction 6 6 | | | |
| Warrior Essence | | | | | | | |
| Currently providing +6 to Close Combat rolls. | | | | | | | |
| (For more information, see the power cards) | | | | | | | |

| ASYLUM | | MANIFEST FORM | | | | GenCon Character Sheet | | | | | | | | | | | |
|--|--|---|--|--|--|---------------------------------------|--|---|--|----------|--|----------------|--|-------------|--|--|--|
| <u>Player:</u> | | <u>Race:</u> Fey (Anima) | | <u>Origin:</u> Outside | | | | | | | | | | | | | |
| <u>Character:</u> Aellae of House Rylinn'anniav (Annie Rylinn) | | <u>Concept:</u> Sidhe Refugee, Maiden of Sorrow | | <u>Faction:</u> Cirque | | | | | | | | | | | | | |
| <u>Image:</u> | | <u>Harmony</u> | | <u>Foundations:</u> (from least to most important) | | | | | | | | | | | | | |
|  | |  | | 5 | | Pride in noble heritage | | | | | | | | | | | |
| | | | | 4 | | Willing to take chances for love | | | | | | | | | | | |
| | | | | 3 | | Will never forget her prince | | | | | | | | | | | |
| | | | | 2 | | Will never forget how she was wronged | | | | | | | | | | | |
| | | | | 1 | | Will never stop believing in herself | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | |
| <u>Max Health:</u> 28 | | <u>Max Energy:</u> 11 | | <u>Sprint</u> | | <u>Initiative</u> | | <u>Physical</u> | | 7 | | <u>Mental</u> | | 11 | | | |
| Current: | | Current: | | 10 | | 4 | | <u>Defence</u> | | | | <u>Defence</u> | | | | | |
| | | | | <u>Armor and Resistances:</u> | | | | 1 | | | | | | | | | |
| Attributes, Skill and their associated Rolls and Base Impact | | | | | | | | | | | | | | | | | |
| MIGHT 4 | | | | Roll | | Base Impact | | WITS 2 | | | | Roll | | Base Impact | | | |
| | | | | Athletics | | 2 4 | | | | | | Academics | | 3 2 | | | |
| | | | | Close Combat | | 6 4 | | | | | | Electronics | | 1 2 | | | |
| AGILITY 2 | | | | | | | | | | | | Mechanics | | 1 2 | | | |
| | | | | Ranged Combat | | 1 2 | | | | | | Medicine | | 1 2 | | | |
| | | | | Stealth | | 1 2 | | | | | | Occult | | 1 2 | | | |
| INTUITION 2 | | | | | | | | PRESENCE 6 | | | | | | | | | |
| | | | | Empathy | | 1 2 | | | | | | Command | | 5 6 | | | |
| | | | | Nature | | 1 2 | | | | | | Relate | | 5 6 | | | |
| | | | | Streetwise | | 1 2 | | | | | | | | | | | |
| Aspects | | | | | | | | Powers | | | | | | | | | |
| Character Features and Passive Bonuses | | | | | | | | Name | | Action | | Roll | | Base Impact | | | |
| Mellifluous Essence | | | | | | | | Beguiling Words | | Simple | | 5 | | 8 | | | |
| | | | | | | | | Overwhelming Person Reaction | | | | | | | | | |
| | | | | | | | | Persistent Threat | | Reaction | | 6 | | 6 | | | |
| Charismatic Essence Currently adding +1 Presence. Currently adding +2 to Presence-related impact. | | | | | | | | Shrieking Cacophony | | Complex | | 5 | | 6 | | | |
| Warrior Essence Currently providing +6 to Close Combat rolls. Currently providing +1 Physical Defense. | | | | | | | | (For more information, see the power cards) | | | | | | | | | |