ASYLUM				COVERT FORM			GenCon Character Sheet			
Player:				Race:			Origin:			
				Ephemera (Ghost)			Outside			
Character:				Concept:			Faction:			
	Liu Shan			Restless Spirit			The Ministry			
<u>Image:</u> <u>Harmony</u>				Foundations:		(from least to most important)				
<u>6</u>				5	respect the	,				
			4	4	man doesn					
			3	Family: The bond of kinship is unbreakable.						
2				2			daries exist to maintain peace and e people respect that?			
•			1	Honor: You choose your words carefully and rarely promise because your word is your bond.						
Max Health	24	Max Energy	11	<u>Sprint</u>	<u>Initiative</u>	<u>Physical</u>	7	<u>Mental</u>		10
Current:		Current:		8	5	<u>Defense</u>	,	Defense	!	10
					Resistances:	1				
					ociated Roll	ls and Base				
MIGHT	A.I.I:	2	Roll	Base Impact	WITS		4	Roll	_	Base Impact
	Athletics Close Comb		1			Academics Electronics			5 2	4
AGILITY	Close Comb	2	3	2		Mechanics			2	
AGILITY	Ranged Con		5	2		Medicine			2	•
	Stealth	iibat	1			Occult			2	•
INTUITION		3	-	_	PRESENCE	Occur	5	;	_	-
	Empathy		3	3		Command	_		6	5
	Nature		1			Relate			3	5
	Streetwise		1	3						
		Aspects				Powers				
	Character Fe	eatures and Pas	sive Bonuses		Name		Action	Roll		Base Impact
Luxurious I					Acquisition	l	Complex		4	7
Currently providing \$200,000 in liquid assets.					Overwhelm Taskmaste	ning Person r	Reaction Simple			
Charismati	c Essence									
Currently adding +1 Presence.										
Dominating Essence										
Currently providing +6 to Command rolls.										
						(For mo	ore informat	ion, see th	e p	ower cards)

ASY	'LUM		1ANIFE:	ST FOR	M	GenCon Character Sheet				
<u>Player:</u>				Race:			Origin:			
				Eph Concept:	nemera (Gh	ost)		Outside		
<u>Character</u>							Faction:			
	Liu Shan			Restless Spirit Foundations:		The Ministry (from least to most important)				
	<u>lmage:</u>		Harmony	Foundatio		prido in vo	our responsi			
			6	5	,		•	Dilities and	uont	
	(3) (4) (3)				respect those that shirk duty. Peace: Violence is a distasteful last resort. The better					
				4	man doesn't instigate.					
				3	Family: Th	oreakable.				
				3	·					
				2	Law: Rules and boundaries exist to maintain peace and					
	2				order. Why can't more people respect that?					
				1	Honor: You choose your words carefully and rarely promise because your word is your bond.					
24 11 11	2.4		11	6			r word is yo			
Max Health Current:	<u>1:</u> 24	Max Energy: Current:	11	Sprint 8	<u>Initiative</u>	Physical Defence	7	Mental Defence	10	
Current.		Current.		Armor and I		1		<u>Defence</u>		
		Attribu	ıtes. Skill aı	nd their asso			Impact			
MIGHT		2	Roll	Base Impact			4	Roll	Base Impact	
	Athletics		1	2		Academics		5	5 4	
	Close Comb	at	3	2		Electronics		2	2 4	
AGILITY		2				Mechanics		2	2 4	
	Ranged Com	nbat	5	2		Medicine		2	2 4	
	Stealth		1	2		Occult	_	2	2 4	
INTUITION 3			_	PRESENCE		5		_		
	Empathy		3	_		Command		6		
	Nature Streetwise		1	2		Relate		3	3 7	
	Streetwise	Aspects	1	3			Powers			
Character Features and Passive Bonuses					Name Action Roll Base Imp.					
Luxurious					Acquisition	1	Complex	4	-	
Currently providing \$200,000 in liquid assets.					Overwhelming Person Reaction					
					Taskmaste	r	Simple			
Currently prov	viding +1 Base Im	pact to all your	equipment							
Charismatic Essence										
currently addi	ing +1 Presence.									
Currently adding +2 to Presence-related impact.										
Jan Silviy addi	3 = to . reserie		-							
Dominating Essence										
Currently providing +6 to Command rolls.										
Adjacent allies	Adjacent allies gain +2 Innate Resistance									
					(For more information, see the power cards)					