ASYLUM				COVER	Γ FORM	GenCon Character Sheet					
Player:				Race:			Origin:				
				Human (Cursed)			_	Inside			
				Concept:			Faction:	The Dive			
Cassandra Jackson Image: Harmony				Woman in Black Foundations:			The Bureau (from least to most important)				
6				A place for everything							
				5	A place for everything						
(5) (4) (3) (2)			4	and everything in its place.							
			3	Protect the unwitting.							
			2	Get the job done.							
		0	1	1	Everything has a reason.						
Max Health	24	Max Energy	9		<u>Initiative</u>	<u>Physical</u>	11	<u>Mental</u>		7	
Current:		Current:		12	14	<u>Defense</u>		<u>Defense</u>		•	
		A		Armor and I							
Attributes, Skill and their associated Rolls and Base Impact  MIGHT  2 Roll Base Impact WITS  2 Roll Base Impact											
MIGHT	Athletics	2	Roll 3	Base Impact 2	WIIS	Academics	4	<b>2</b> Roll	2	Base Impact 2	
		2+	3	2		Electronics			3	2	
Close Combat		3	2		Mechanics			_			
AGILITY 6  Ranged Combat		c	7		Medicine			1	2		
		6 3	7					1	2		
Stealth 3			6	PRESENCE	Occult	2	)	Э	2		
	Empathy	7	2	4	FILSLINGE	Command	-	_	1	2	
Nature		2			Relate			1	2		
	_			4		Relate			1	2	
	Streetwise	Aspects	3	4			Powers				
	Namo		Action	Roll		Base Impact					
Nimble Esse		atures and Pas	sive buildses		Name Astonishin	g Sneed	Reaction	NUII		pase illihaci	
Currently adding +1 Agility					Enduring T		Simple				
currently dualing 11/16inty					Liluuring i	enacity	Jilipie				
Resolute Es	canca										
Currently addi											
Prescient E											
		ative, immunit	y to Blindness								
	<b>3</b>										
				(For mo	ore informa	tion, see th	e p	ower cards)			

Player:   Race: Human (Cursed)   Inside	GenCon Character Sheet					
Cassandra Jackson    Mage:   Harmony   Foundations:   (from least to most important)						
Cassandra Jackson    Image:   Harmony   Foundations:   (from least to most important)						
Image:   Harmony   Foundations:   Iffrom least to most important)						
S						
4and everything in its place.  4and everything in its place.  3 Protect the unwitting.  2 Get the job done.  2 Everything has a reason.  Max Health: 24 Max Energy 9 Sprint Initiative Physical Defence Armor and Resistances:  Attributes, Skill and their associated Rolls and Base Impact  Atthletics 3 2 Roll Base Impact WITS 2 Roll Base Close Combat 3 2 Electronics 1 Mechanics 3 Electronics 1 Mechanics 1 Mental Defence 1 Mechanics						
## A manufactory command a control of the control o						
3 Protect the unwitting.  2 Get the job done.  1 Everything has a reason.  1 Everything has a reason.  1 Everything has a reason.  1	and everything in its place.					
Current:   Current:   Physical   Defence   11   Defence   Current:   Current:   12   14   Defence   11   Defence   Current:   Current:   12   14   Defence   11   Defence   Current:   Current:   12   14   Defence   Current:   Current:   Current:   12   14   Defence   Current!   Current:   Current:   12   14   Defence   Current!   Current:   Current:   12   14   Defence   Current!   Current:   Current:   12   14   Defence   Current:	Protect the unwitting.					
The state of the s	Get the job done.					
Current: Current: 12 14 Defence 11 Defence  Armor and Resistances:   Attributes, Skill and their associated Rolls and Base Impact  MIGHT 2 Roll Base Impact  Athletics 3 2 Academics 3 2 Electronics 1  AGILITY 6 Mechanics 1  Ranged Combat 6 9 Medicine 1  Stealth 3 8 Occult 3  INTUITION 4 PRESENCE 2  Empathy 2 4 Command 1  Nature 2 4 Relate 1  Streetwise 3 4  Aspects Character Features and Passive Bonuses Name Action Roll Base  Nimble Essence  Currently adding +1 Agility  Resolute Essence  Foreboding Omen Simple						
Current: Current: 12 14 Defence 11 Defence  Armor and Resistances:   Attributes, Skill and their associated Rolls and Base Impact  MIGHT 2 Roll Base Impact  Athletics 3 2 Academics 3 2 Electronics 1  AGILITY 6 Mechanics 1  Ranged Combat 6 9 Medicine 1  Stealth 3 8 Occult 3 3  INTUITION 4 PRESENCE 2  Empathy 2 4 Command 1  Nature 2 4 Relate 1  Streetwise 3 4  Aspects Character Features and Passive Bonuses Name Action Roll Base Impact  Astronishing Speed Reaction Enduring Tenacity Simple  Foreboding Omen Simple						
Attributes, Skill and their associated Rolls and Base Impact  MIGHT  2 Roll Base Impact  Athletics 3 2 Academics 3 3 2 Academics 5 1 Academics 1 Mechanics 1 Mecha	7					
MIGHT 2 Roll Base Impact Athletics 3 2 Academics 3 Close Combat 3 2 Electronics 1  AGILITY 6 Mechanics 1  Ranged Combat 6 9 Stealth 3 8 INTUITION 4 PRESENCE 2  Empathy 2 4 Relate 1 Streetwise 3 4  Aspects Character Features and Passive Bonuses Name Action Roll Base Impact Nimble Essence Currently adding +1 Agility  Resolute Essence  Resolute Essence  Foreboding Omen Simple						
Athletics 3 2 Academics 3 3 4 Flectronics 1 1 Mechanics 1						
Close Combat 3 2 Electronics 1  AGILITY 6 Mechanics 1  Ranged Combat 6 9 Stealth 3 8  INTUITION 4 PRESENCE 2  Empathy 2 4 Command 1  Nature 2 4 Relate 1  Streetwise 3 4  Aspects Character Features and Passive Bonuses Name Action Roll Bass  Nimble Essence Currently adding +1 Agility  Resolute Essence  Resolute Essence  Foreboding Omen Simple	e Impact					
AGILITY 6 Mechanics 1 Ranged Combat 6 9 Stealth 3 8 INTUITION 4 PRESENCE 2  Empathy 2 4 Nature 2 4 Streetwise 3 4  Aspects Character Features and Passive Bonuses  Name Action Roll Bass  Nimble Essence Currently adding +1 Agility  Resolute Essence  Resolute Essence  Resolute Essence  Foreboding Omen Simple	2					
Ranged Combat 6 9 Medicine 1 Stealth 3 8 Occult 3  INTUITION 4 PRESENCE 2  Empathy 2 4 Command 1 Nature 2 4 Relate 1 Streetwise 3 4  Aspects Character Features and Passive Bonuses Name Action Roll Bass  Nimble Essence Currently adding +1 Agility Associated and the second and the second action action and the second action action and the second action act	2					
Stealth 3 8 Occult 3  INTUITION 4 PRESENCE 2  Empathy 2 4 Command 1  Nature 2 4 Relate 1  Streetwise 3 4  Aspects Powers Character Features and Passive Bonuses Name Action Roll Bass  Nimble Essence Currently adding +1 Agility Enduring Tenacity Simple  Resolute Essence  Resolute Essence Foreboding Omen Simple	2					
INTUITION  Empathy 2 4 Command 1 Nature 2 4 Relate 1 Streetwise 3 4  Aspects Character Features and Passive Bonuses  Name Action Roll Bass  Nimble Essence Currently adding +1 Agility  Currently adding +2 move  Resolute Essence  Foreboding Omen Simple	2					
Empathy 2 4 Command 1 Nature 2 4 Relate 1 Streetwise 3 4  Aspects Powers Character Features and Passive Bonuses Name Action Roll Bass Nimble Essence Currently adding +1 Agility Enduring Tenacity Simple  Resolute Essence Foreboding Omen Simple	2					
Nature 2 4 Relate 1 Streetwise 3 4  Aspects Character Features and Passive Bonuses Name Action Roll Base Nimble Essence Currently adding +1 Agility Currently adding +2 move  Resolute Essence Foreboding Omen Simple						
Streetwise 3 4  Aspects Powers Character Features and Passive Bonuses Name Action Roll Base Nimble Essence Currently adding +1 Agility Enduring Tenacity Simple  Currently adding +2 move  Resolute Essence Foreboding Omen Simple	2					
Aspects Character Features and Passive Bonuses Name Action Roll Bass Nimble Essence Currently adding +1 Agility Currently adding +2 move  Resolute Essence Foreboding Omen Simple	2					
Character Features and Passive Bonuses  Name Action Roll Base  Nimble Essence Currently adding +1 Agility Currently adding +2 move  Resolute Essence Foreboding Omen Simple						
Nimble Essence Currently adding +1 Agility  Currently adding +2 move  Resolute Essence  Astonishing Speed Reaction Enduring Tenacity Simple  Foreboding Omen Simple						
Currently adding +1 Agility  Currently adding +2 move  Resolute Essence  Enduring Tenacity Simple  Foreboding Omen Simple	e Impact					
Currently adding +2 move  Resolute Essence Foreboding Omen Simple						
Resolute Essence Foreboding Omen Simple						
Currently adding +1 to Mental Defense						
Currently adding +4 Innate Resistance						
Prescient Essence						
Currently providing +4 Initiative, immunity to Blindness and Deafness.						
Ignore stealth/concealment, see invisible creatures and objects, and						
recognize illusions. (For more information, see the power	er cards)					