ASYLUM — COVERT FORM

GenCon Character Sheet

Player:	Race:	Origin:
	Human (Cursed)	Inside
Character:	**Concept:**	**Faction:**
Cassandra Jackson	Woman in Black	The Bureau

Image:

Harmony

Foundations: (from least to most important)

5	A place for everything…
4	…and everything in its place.
3	Protect the unwitting.
2	Get the job done.
1	Everything has a reason.

Max Health	24	Max Energy	9	Sprint	Initiative	Physical Defense	11	Mental Defense	7
Current:		Current:		12	14	Armor and Resistances:			

Attributes, Skill and their associated Rolls and Base Impact

			Roll	Base Impact
MIGHT		**2**		
	Athletics		3	2
	Close Combat		3	2
AGILITY		**6**		
	Ranged Combat		6	7
	Stealth		3	6
INTUITION		**4**		
	Empathy		2	4
	Nature		2	4
	Streetwise		3	4
WITS		**2**		
	Academics		3	2
	Electronics		1	2
	Mechanics		1	2
	Medicine		1	2
	Occult		3	2
PRESENCE		**2**		
	Command		1	2
	Relate		1	2

Aspects

Character Features and Passive Bonuses

Nimble Essence
Currently adding +1 Agility

Resolute Essence
Currently adding +1 to Mental Defense

Prescient Essence
Currently providing +4 Initiative, immunity to Blindness and Deafness

Powers

Name	Action	Roll	Base Impact
Astonishing Speed	Reaction		
Enduring Tenacity	Simple		

(For more information, see the power cards)

ASYLUM — MANIFEST FORM

GenCon Character Sheet

Player:	Race:	Origin:
	Human (Cursed)	Inside
Character:	**Concept:**	**Faction:**
Cassandra Jackson	Woman in Black	The Bureau

Image:

Harmony

Foundations: (from least to most important)

5	A place for everything…
4	…and everything in its place.
3	Protect the unwitting.
2	Get the job done.
1	Everything has a reason.

Max Health:	24	Max Energy	9	Sprint	Initiative	Physical Defence	11	Mental Defence	7
Current:		Current:		12	14				

Armor and Resistances:

Attributes, Skill and their associated Rolls and Base Impact

			Roll	Base Impact
MIGHT		**2**		
	Athletics		3	2
	Close Combat		3	2
AGILITY		**6**		
	Ranged Combat		6	9
	Stealth		3	8
INTUITION		**4**		
	Empathy		2	4
	Nature		2	4
	Streetwise		3	4
WITS		**2**		
	Academics		3	2
	Electronics		1	2
	Mechanics		1	2
	Medicine		1	2
	Occult		3	2
PRESENCE		**2**		
	Command		1	2
	Relate		1	2

Aspects

Character Features and Passive Bonuses

Nimble Essence

Currently adding +1 Agility

Currently adding +2 move

Resolute Essence

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.

Powers

Name	Action	Roll	Base Impact
Astonishing Speed	Reaction		
Enduring Tenacity	Simple		
Foreboding Omen	Simple		

(For more information, see the power cards)