


ASYLUM		COVERT FORM				GenCon Character Sheet					
<b>Player:</b>		<b>Race:</b> Awakened Human		<b>Origin:</b> Inside							
<b>Character:</b> Jenny Smith		<b>Concept:</b> Pre-teen Samurai		<b>Faction:</b> Independent							
<b>Image:</b>		<b>Harmony</b>		<b>Foundations:</b> (from least to most important)							
				5 Respect							
		4 Honesty									
		3 Courage									
		2 Loyalty									
		1 Honour									
<b>Max Health</b> 24		<b>Max Energy</b> 13		<b>Sprint</b> 10		<b>Initiative</b> 7		<b>Physical</b> 9		<b>Mental</b> 10	
Current:		Current:		10		7		<b>Defense</b>		<b>Defense</b>	
				<b>Armor and Resistances:</b>							
<b>Attributes, Skill and their associated Rolls and Base Impact</b>											
<b>MIGHT</b> 2				Roll	Base Impact	<b>WITS</b> 2				Roll	Base Impact
Athletics				6	2	Academics				1	2
Close Combat				6	6	Electronics				1	2
<b>AGILITY</b> 4						Mechanics				1	2
Ranged Combat				2	4	Medicine				1	2
Stealth				2	4	Occult				1	2
<b>INTUITION</b> 3						<b>PRESENCE</b> 4					
Empathy				5	3	Command				2	4
Nature				1	3	Relate				2	4
Streetwise				3	3						
<b>Aspects</b>						<b>Powers</b>					
Character Features and Passive Bonuses						Name	Action	Roll	Base Impact		
Warrior Essence Currently providing +6 to Close Combat rolls.						Persistent Threat	Reaction	6	4		
Vital Essence Currently providing +6 to Athletics rolls.						Master of Movement	Simple				
Resolute Essence Currently adding +1 to Mental Defense						Enduring Tenacity	Simple				
(For more information, see the power cards)											

ASYLUM										MANIFEST FORM										GenCon Character Sheet																	
Player:										Race:										Origin:																	
										Awakened Human										Inside																	
Character:										Concept:										Faction:																	
Jenny Smith										Pre-teen Samurai										Independent																	
Image:					Harmony					Foundations:										(from least to most important)																	
					6					5					Respect																						
					5					4					Honesty																						
					4					3					Courage																						
					3					2					Loyalty																						
					2					1					Honour																						
					1																																
Max Health:				24		Max Energy:				13		Sprint			Initiative			Physical			10		Mental			10											
Current:						Current:						10			7			Defence					Defence			10											
										Armor and Resistances:										Innate (4)																	
Attributes, Skill and their associated Rolls and Base Impact																																					
MIGHT													2		Roll		Base Impact		WITS													2		Roll		Base Impact	
Athletics															6		2		Academics															1		2	
Close Combat															6		6		Electronics															1		2	
AGILITY													4						Mechanics															1		2	
Ranged Combat															2		4		Medicine															1		2	
Stealth															2		4		Occult															1		2	
INTUITION													3						PRESENCE													4					
Empathy															5		3		Command															2		4	
Nature															1		3		Relate															2		4	
Streetwise															3		3																				
Aspects													Powers																								
Character Features and Passive Bonuses													Name													Action		Roll		Base Impact							
Warrior Essence													Persistent Threat													Reaction		6		4							
Currently providing +6 to Close Combat rolls.													Master of Movement													Simple											
Currently providing +1 Physical Defense.													Enduring Tenacity													Simple											
Vital Essence																																					
Currently providing +6 to Athletics rolls.																																					
If you are below half your Maximum Health at the start of your turn you recover [Might] Health.																																					
Resolute Essence																																					
Currently adding +1 to Mental Defense																																					
Currently adding +4 Innate Resistance																																					
(For more information, see the power cards)																																					