



ASYLUM		COVERT FORM				GenCon Character Sheet			
Player:		Race: Human (Cursed)		Origin: Inside					
Character: William Watson		Concept: Captain Marvel-ous		Faction: Asylum					
Image:		Harmony		Foundations: (from least to most important)					
		6	5	Find the good in everyone.					
		5	4	Believe in the strength of others.					
		4	3	Resolve problems with the grace of Apollo.					
		3	2	Speak and act with wisdom.					
		2	1	Protect the good in humans.					
Max Health 30		Max Energy 8		Sprint	Initiative	Physical	8	Mental	8
Current:		Current:		12	6	Defense		Defense	
				Armor and Resistances:		1	Freezing (4)		
Attributes, Skill and their associated Rolls and Base Impact									
MIGHT 5 Roll Base Impact					WITS 3 Roll Base Impact				
Athletics 2 5					Academics 1 3				
Close Combat 6 5					Electronics 1 3				
AGILITY 3					Mechanics 1 3				
Ranged Combat 3 3					Medicine 1 3				
Stealth 3 3					Occult 3 3				
INTUITION 3					PRESENCE 2				
Empathy 1 3					Command 1 2				
Nature 1 3					Relate 1 2				
Streetwise 5 3									
Aspects					Powers				
Character Features and Passive Bonuses					Name Action Roll Base Impact				
Native Essence Currently adding +1 Harmony. Origin is Insider.					Herculean Feat Reaction				
Warrior Essence Currently providing +6 to Close Combat rolls.					Persistent Threat Reaction 6 7				
Aerial Essence Currently providing+4 Freezing Resistance, immunity to falling damage.									
Vigorous Essence Currently adding +1 Might.									
(For more information, see the power cards)									

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Character:										Concept:										Faction:																																		
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Max Health:					30					Max Energy:					8					Sprint		Initiative		Physical		9		Mental		8																								
Current:										12					6					Defence		9		Defence		8																												
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Attributes, Skill and their associated Rolls and Base Impact																																																						
MIGHT										5					Roll					Base Impact					WITS										3					Roll					Base Impact									
Athletics															2					7					Academics															1					3									
Close Combat															6					7					Electronics															1					3									
AGILITY										3															Mechanics															1					3									
Ranged Combat															3					3					Medicine															1					3									
Stealth															3					3					Occult															3					3									
INTUITION										3															PRESENCE										2																			
Empathy															1					3					Command															1					2									
Nature															1					3					Relate															1					2									
Streetwise															5					3																																		
Aspects										Powers																																												
Character Features and Passive Bonuses										Name										Action										Roll										Base Impact														
Native Essence										Herculean Feat										Reaction																																		
Currently adding +1 Harmony. Origin is Insider.										Persistent Threat										Reaction										6										9														
Currently adding +2 Armor, +2 Innate Resistance																																																						
Warrior Essence										Insider Knowledge										Simple										4																								
Currently providing +6 to Close Combat rolls.										Biting Winds										Complex										4										5														
Currently providing +1 Physical Defense.																																																						
Aerial Essence																																																						
Currently providing +4 Freezing Resistance, immunity to falling damage.																																																						
Fly at listed speeds as a complex action																																																						
																				(For more information, see the power cards)																																		