

ASYLUM		COVERT FORM		GenCon Character Sheet	
Player:		Race: Ephemera (Legacy)		Origin: Inside/Outside	
Character: Father Mikael		Concept: Demon Reborn		Faction: The Mission (Not!)	
Image:		Harmony Foundations: (from least to most important)			
		5	Always smile, always be friendly. They'll never feel the knife in their back.		
		4	I am my father's son. I was born to corrupt the innocent, no matter how much it hurts.		
		3	If it feels good, do it. (Vulnerable to drug addiction.)		
		2	I have to look out for number one. No one else will.		
		1	Earth is a disgusting mess. I will kill my father and take his place in Hell.		
Max Health 24		Max Energy 11		Sprint 7	
Current:		Current:		Initiative 6	
				Physical Defense 10	
		Armor and Resistances:		1	
Attributes, Skill and their associated Rolls and Base Impact					
MIGHT 2			WITS 2		
Athletics 1 2			Academics 3 2		
Close Combat 1 2			Electronics 1 2		
AGILITY 2			Mechanics 1 2		
Ranged Combat 1 2			Medicine 1 2		
Stealth 1 2			Occult 1 2		
INTUITION 4			PRESENCE 5		
Empathy 5 4			Command 5 5		
Nature 2 4			Relate 5 5		
Streetwise 2 4					
Aspects			Powers		
Character Features and Passive Bonuses			Name Action Roll Base Impact		
Ephemeral Essence You can see invisible creatures and objects and distinguish between ethereal and solid matter.			Diplomatic Immunity Complex Vanish Complex		
Noble Essence Currently providing Minor Advantage to all Presence-related roll.					
Shadowy Essence See in up to total darkness. Ignore stealth/concealment from darkness. Minor Advantage to stealth rolls.					
(For more information, see the power cards)					

ASYLUM		MANIFEST FORM				GenCon Character Sheet	
Player:		Race:		Origin:			
		Ephemera (Legacy)		Inside/Outside			
Character:		Concept:		Faction:			
Father Mikael		Demon Reborn		The Mission (Not!)			
Image:		Harmony	Foundations: (from least to most important)				
			5	Always smile, always be friendly. They'll never feel the knife in their back.			
			4	I am my father's son. I was born to corrupt the innocent, no matter how much it hurts.			
			3	If it feels good, do it. (Vulnerable to drug addiction.)			
			2	I have to look out for number one. No one else will.			
			1	Earth is a disgusting mess. I will kill my father and take his place in Hell.			
Max Health: 24		Max Energy: 11		Sprint	Initiative	Physical	Mental
Current:		Current:		8	6	7	10
				Defence		Defence	
				Armor and Resistances:		Physical (4)	
Attributes, Skill and their associated Rolls and Base Impact							
MIGHT		2	Roll	Base Impact		WITS	
Athletics			1	2		Academics	
Close Combat			1	2		Electronics	
AGILITY		2				Mechanics	
Ranged Combat			1	2		Medicine	
Stealth			1	2		Occult	
INTUITION		4				PRESENCE	
Empathy			5	4		Command	
Nature			2	4		Relate	
Streetwise			2	4			
Aspects				Powers			
Character Features and Passive Bonuses				Name Action Roll Base Impact			
Ephemeral Essence You can see invisible creatures and objects and distinguish between ethereal and solid matter. You are ethereal: +4 armor, travel through solid matter. You can still interact with non-ethereal objects. Noble Essence Currently providing Minor Advantage to all Presence-related roll. Specialty die on Command and Relate rolls. Shadowy Essence See in up to total darkness. Ignore stealth/concealment from darkness. Minor Advantage to stealth rolls. Automatically concealed, specialty die on Stealth rolls. May extend concealment to adjacent allies.				Diplomatic Immunity Complex Vanish Complex Spiritual Communion Simple Royal Decree Complex 5 5			
(For more information, see the power cards)							