

# Character Qualities

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To make help you make a character in Asylum, this book provides you with a framework of numbers and stats that measure your character's strengths and weaknesses. The most essential pieces of this framework are your character's **race**, **attributes**, **harmony** and **foundations**. These help give a glimpse into the core of your character – the things he was either born with or have become a fundamental part of his being.

Next are the **derived attributes**. These are the extra pieces of your character's physical and mental makeup that are made up by blending two or more of your attributes together.

Last are your character's **skills** and **aspects**. Skills represent the knowledge and training your character has picked up through past experiences. Aspects embody the special advantages your character enjoys that sets her apart from normal people.

## Race

Your character's origin, viewpoint, species and identity will largely be influence by their Race. Race in Asylum focuses more on the type of being you are and weather you hail from Inside, Outside or Sideways. You may choose from the following:

- Humans:** More than just natives of Inside, humans are the Earth's chosen. Humans have the uncanny ability to push themselves farther and harder than most other beings. Just as the Earth fascinates Outsiders, so does humanity.
- Fairest:** The fairest come from established and powerful realms Outside. They have visited Earth often and under many names. They are the Tuatha, the Oni, the Xian, the Jotun, the Orisha and a million others.
- Chimera:** Further still from the human experience, chimera have forms and outlooks that are bestial and wild. The species of the chimera range from simple, untamed fauna to cunning ancient creatures.
- Ephemera:** These rare beings have arisen from thoughts and energy. Without a physical form, they instead embody concepts, memories and points of view.

## ATTRIBUTES

In Asylum, your character has five attributes that represent the character's core qualities: **Might**, **Agility**, **Intuition**, **Wits** and **Presence**. Attributes are given a numeric value that generally ranges from one to six, with one being the lowest and six the highest. A more detailed description of attribute values is shown below:

- 1:** A deficiency, but not a crippling one.
- 2:** An average quality that has not received any particular training or cultivation.
- 3:** A natural affinity or an average quality that has been improved with training.

- 4:** Strong and incredibly well refined quality.
- 5:** The natural pinnacle of most human ability. The highest most people can achieve regardless of training or inborn talent.
- 6:** A singular and unique quality gifted by some quirk of divinity, nature or fate. Ratings of six are available only by purchasing as an Aspect.

Non-human or supernatural beings may have ratings higher than six. Popular legend and nature are full of examples of super-human attributes. In addition to giving you a point of reference, attributes determine your derived attribute values and how effective your skills are.

## **Might**

represents your character's physical strength and durability. Might powers the Athletics and Close Combat skills. It is also important to the derived attributes of Health and Sprint.

## **Agility**

represents your character's coordination, grace, and reflexes. Agility powers the Ranged Combat and Stealth skills. It is also important to derived attributes of Physical Defense, Sprint, and Initiative.

## **Intuition**

represents your character's instinct and situational awareness. Intuition powers the Empathy, Nature, and Streetwise skills. Intuition is important to the derived attributes of Energy and Initiative.

## **Wits**

represents your character's intellectual creativity and ability to think on his feet. Wits powers the Academics, Electronics, Mechanics, Medicine, and Occult skills. Wits are important to the derived attribute of Mental Defense.

## **Presence**

is your character's strength of personality and social tact. Presence powers the Command and Relate skills. Presence is also important to the derived attributes of Energy and Mental Defense.

## **Harmony**

is the measure of your character's physical, mental and spiritual identity. Put simply, Harmony measures how close your character is to whatever they are truly supposed to be. As your character experiences the world and gets involved in pacts and conflicting responsibilities, Harmony will erode or rebuild. Harmony is linked to your character's Foundations

## **Foundations**

are the core tenets of your character's identity. Foundations count down from 5 to 1, with 5 being the most malleable and 1 being something that would erase or completely transform your character's identity if something were to happen to it. As your character's Harmony erodes, your character's foundations erode with it.

## DERIVED ATTRIBUTES

Derived attributes represent extra qualities that are either facets or combinations of your character's attributes. Derived attributes are qualities that can seldom be trained or improved upon in of themselves.

### Health

measures how much risk and danger your character can be exposed to before she actually becomes injured. The more health your character has, the more she can push herself in the face of bruises and exhaustion. A character's health is calculated as:

$$\text{Health} = 20 + [2 \times \text{Might}]$$

### Energy

measures how much inner power your character possesses for fueling his natural abilities and magical powers. Characters with more energy are better at channeling or focusing this inner power and can thus use it more efficiently. Energy is calculated as:

$$\text{Energy} = 5 + [\text{Intuition or Presence}]$$

### Initiative

determines how quickly your character can respond or react in a stressful situation. During a challenge or an action scene, you may be called upon to roll a single d10 and add your Initiative rating. Higher numbers go first, lower numbers go last. Initiative is calculated as:

$$\text{Initiative} = \text{Agility} + \text{Intuition}$$

### Movement

is the number of yards your character can run as a simple action. While Knacks and Aspects can modify movement, for most characters...

$$\text{Movement} = 4$$

### Sprint

is the number of yards that your character can run as a complex action. If sprinting through dangerous or threatened areas, the GM may require an athletics roll. Sprint is calculated as:

$$\text{Sprint} = \text{Movement} + \text{Agility} + \text{Might}$$

### Physical Defense

represents your character's ability to avoid being hurt in close combat. The base difficulty for most physical attacks is the target's Physical Defense. Physical Defense is calculated as:

$$\text{Physical Defense} = 5 + \text{Agility}$$

## Mental Defense

represents your character's ability to resist mental influence from both normal tricks of persuasion and magical mind control. The base difficulty for skills and supernatural aspects that effect the mind is the target's Mental Defense. Mental Defense is calculated as:

Mental Defense = 5 + [Presence or Wits]

## Armor

Characters resist damage through armor. Most characters do not naturally have armor, so the most common form of armor is through equipment. Below are some of the basic examples of armor available to characters. For more details see: **Equipment**.

Armor Type	Example	Armor Rating
Light	Padded Coat	1
Medium	Kevlar Vest	2
Heavy	Riot Gear	4

Whenever something breaks through your Physical or Mental Defense or successfully performs a Ranged Combat action on you, your character will lose health. Armor prevents some of this loss.

## SKILLS

Skills represent your character's knowledge, training and experience. Skill show how your character has focused the raw potential of her attributes.

When a skill is first learned it is said to be **Trained**. As a skill is improved, one becomes an **Expert** and gains an **Expertise**. An Expertise is an area of particular focus that grants you special bonuses when you can use it. At the highest level, your character becomes **Master** of that skill and gains the **Skill Mastery** aspect which allows her access to powers and special abilities based on that skill.

Below is the list of available skills. The name of the skill will be listed first along with the attribute it is linked to. A more in-depth look at skills is available in the "Character Creation" section of this book.

**Academics (Wits):** Your character's level of education and general knowledge of history and soft sciences as well as aptitude in learning other languages.

**Athletics (Might):** Your character's ability to perform physical feats such as running, jumping, tumbling, climbing, etc.

**Close Combat (Might):** Your character's ability to physically attack something and to defend from such attacks

**Command (Presence):** Your character's ability to directly and clearly sway another in order to change their mind or make them do something.

**Empathy (Intuition):** Your character's ability to perceive the mental and emotional state of other beings.

**Electronics (Wits):** Your character's ability to use, understand and create sophisticated technology such as computers, scientific instruments and electrical or network systems.

**Mechanics (Wits):** Your character's ability to use, understand and create physical machines such as industrial tools, construction devices and vehicles.

**Medicine (Wits):** Your character's ability to heal and maintain the physical state of others.

**Nature (Intuition):** Your character's understanding of wild or natural things and your character's ability to survive in wilderness environments.

**Occult (Wits):** Your character's understanding of the secret and arcane knowledge of the universe.

**Ranged Combat (Agility):** Your character's ability to effectively use and defend against ranged weapons.

**Relate (Presence):** Your character's ability to persuade and convince others through mutual understanding.

**Stealth (Agility):** Your character's ability to move about unnoticed and remain unseen.

**Streetwise (Intuition):** Your character's ability to understand urban settings and survive in them.

## ASPECTS

Aspects represent the things that can't be covered by a simple numeric scale. An aspect is some advantage your character has through birth, hard work or luck. The three types of Aspects are listed below. A more in-depth explanation of Aspects can be found in the "Character Creation" and "Aspects" sections of this book.

### Common Aspects

are found in characters from every world in the universe. Common Aspects cover things such as impressive attributes or stats, physical appearance or favor. No matter what race you decide to play, you will have access to Common Aspects.

### Worldly Aspects

are specific to characters who have been born and raised Inside. Worldly Aspects represent the power of connections to human society, authority and invention. They additionally cover special attunement or favor you have with the more magical natives of the Earth.

### Supernatural Aspects

are specific to characters born and raised Outside. Supernatural Aspects represent the strange powers and alien characteristics of Outsiders. Everything from inhuman shapes to magical power over the elements is covered by Supernatural Aspects.