



ASYLUM		COVERT FORM				GenCon Character Sheet					
<b>Player:</b>		<b>Race:</b> Cursed (Human turned Incubus)		<b>Origin:</b> Inside							
<b>Character:</b> Simon Suvini		<b>Concept:</b> Conflicted Monster		<b>Faction:</b> Red Market							
<b>Image:</b>		<b>Harmony</b>		<b>Foundations:</b> (from least to most important)							
				5 The pursuit of wealth							
		4 Remorse over demonic pact									
		3 Always be charming									
		2 Shortsighted and impatient									
		1 Healer and Physician									
<b>Max Health</b> 22		<b>Max Energy</b> 10		<b>Sprint</b> 7		<b>Initiative</b> 6		<b>Physical</b> 7		<b>Mental</b> 10	
Current:		Current:		7		6		<b>Defense</b>		10	
				<b>Armor and Resistances:</b>							
<b>Attributes, Skill and their associated Rolls and Base Impact</b>											
<b>MIGHT</b> 1				Roll	Base Impact	<b>WITS</b> 3				Roll	Base Impact
Athletics					1	Academics				1	3
Close Combat					1	Electronics				1	3
<b>AGILITY</b> 2						Mechanics				1	3
Ranged Combat				1	2	Medicine				6	4
Stealth				1	2	Occult				1	3
<b>INTUITION</b> 4						<b>PRESENCE</b> 5					
Empathy				5	4	Command				3	5
Nature				3	4	Relate				5	5
Streetwise				2	4						
<b>Aspects</b>						<b>Powers</b>					
Character Features and Passive Bonuses						Name	Action	Roll	Base Impact		
Beautiful Essence Minor Advantage to your first Empathy or Relate roll on someone who						Staggering Glare	Simple	4			
						Panacea	Complex				
						Graceful Charm	Complex	5	7		
Baleful Essence Currently providing Minor Advantage to Command rolls involving fear											
Medicinal Essence Currently providing +6 to Medicine rolls.											
(For more information, see the power cards)											

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Current:										Current:										7		6		Defence		7		Defence		10																			
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Attributes, Skill and their associated Rolls and Base Impact																																																	
MIGHT										1										Roll										Base Impact																			
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Close Combat																				1																													
AGILITY										2																																							
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Command																				3										7																			
Relate																				5										7																			
Aspects										Powers																																							
Character Features and Passive Bonuses										Name										Action										Roll										Base Impact									
Beautiful Essence										Staggering Glare										Simple										4																			
Minor Advantage to your first Empathy or Relate roll on someone who clearly sees you.										Panacea										Complex										6																			
Hostile actions that target you or an adjacent ally receive Minor Disadvantage										Graceful Charm										Complex										5										9									
Baleful Essence										Chosen and Beloved										Complex										5										9									
Currently providing Minor Advantage to Command rolls involving fear or intimidation.																																																	
Specialty die to Command rolls involving fear or intimidation. Creatures targetting you take 2 impact.																																																	
Medicinal Essence																																																	
Currently providing +6 to Medicine rolls.																																																	
Adjacent allies gain a Minor Advantage on all Escape Rolls.																																																	
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