
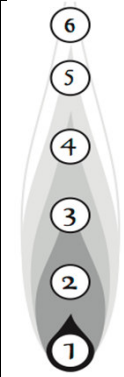


ASYLUM		COVERT FORM				GenCon Character Sheet	
<b>Player:</b>		<b>Race:</b> Fey (Salamander)		<b>Origin:</b> Outside (City of Brass)			
<b>Character:</b> Slym Salazar		<b>Concept:</b> Honest Detective		<b>Faction:</b> Red Market			
<b>Image:</b>		<b>Harmony</b>	<b>Foundations:</b> (from least to most important)				
			5	Obey the Law			
		4	Guard Property				
		3	Protect the innocent				
		2	Reveal the Truth				
		1	Respect Balance				
<b>Max Health</b> 26	<b>Max Energy</b> 11	<b>Sprint</b>	<b>Initiative</b>	<b>Physical</b>	8	<b>Mental</b>	8
Current:	Current:	10	11	<b>Defense</b>		<b>Defense</b>	
		<b>Armor and Resistances:</b>		1	4		
<b>Attributes, Skill and their associated Rolls and Base Impact</b>							
<b>MIGHT</b> 3 Roll Base Impact				<b>WITS</b> 3 Roll Base Impact			
Athletics 3 3				Academics 1 3			
Close Combat 3 3				Electronics 1 3			
<b>AGILITY</b> 3				Mechanics 1 3			
Ranged Combat 1 4				Medicine 1 3			
Stealth 1 3				Occult 3 3			
<b>INTUITION</b> 4				<b>PRESENCE</b> 2			
Empathy 5 4				Command 1 2			
Nature 2 4				Relate 3 2			
Streetwise 3 4							
<b>Aspects</b>				<b>Powers</b>			
Character Features and Passive Bonuses				Name	Action	Roll	Base Impact
Infernal Essence Currently providing +4 Burning Resistance, immune to smoke.				Burning Brand	Complex		
Prescient Essence Currently providing +4 Initiative, immunity to Blindness and Deafness				Premonition	Complex		
(For more information, see the power cards)							

# GenCon Character Sheet

<b>Player:</b>		<b>Race:</b>		<b>Origin:</b>							
Slym Salazar		Fey (Salamander)		Outside (City of Brass)							
<b>Character:</b>		<b>Concept:</b>		<b>Faction:</b>							
Honest Detective		Red Market									
<b>Image:</b>		<b>Harmony</b>		<b>Foundations:</b> (from least to most important)							
		<b>5</b>		Obey the Law							
		<b>4</b>		Guard Property							
		<b>3</b>		Protect the innocent							
		<b>2</b>		Reveal the Truth							
		<b>1</b>		Respect Balance							
<b>Max Health:</b> 26		<b>Max Energy:</b> 11		<b>Sprint</b>		<b>Initiative</b>		<b>Physical</b>		<b>Mental</b>	
Current:		Current:		10		11		Defence		8	
				Armor and Resistances:		1				8	
Attributes, Skill and their associated Rolls and Base Impact											
<b>MIGHT</b> <b>3</b> Roll          Base Impact				<b>WITS</b> <b>3</b> Roll          Base Impact							
Athletics                      3          3				Academics                      1          3							
Close Combat                      3          3				Electronics                      1          3							
<b>AGILITY</b> <b>3</b>				Mechanics                      1          3							
Ranged Combat                      1          4				Medicine                      1          3							
Stealth                      1          3				Occult                      3          3							
<b>INTUITION</b> <b>4</b>				<b>PRESENCE</b> <b>2</b>							
Empathy                      5          4				Command                      1          2							
Nature                      2          4				Relate                      3          2							
Streetwise                      3          4											
<b>Aspects</b>						<b>Powers</b>					
Character Features and Passive Bonuses						Name                      Action                      Roll                      Base Impact					
Infernal Essence Currently providing +4 Burning Resistance, immune to smoke.  Inflict 4 Impact on any enemy that touches you or strikes you in close combat. Enemies can suffer this damage only once per round.						Burning Brand                      Complex Premonition                      Complex					
Prescient Essence Currently providing +4 Initiative, immunity to Blindness and Deafness.  Ignore stealth/concealment, see invisible creatures and objects, and recognize illusions.						Foreboding Omen                      Simple					
(For more information, see the power cards)											