

| ASYLUM | | COVERT FORM | | | | GenCon Character Sheet | |
|---|--|-------------------------------------|--|---|---|---------------------------|-------------|
| Player: | | Race: Chimera (Exalted) | | Origin: Outside | | | |
| Character: Sandy Perkins | | Concept: Magpie Detective | | Faction: Asylum | | | |
| Image: | | Harmony | | Foundations: (from least to most important) | | | |
| | | | | 5 | Keeping your feathers... er... clothes... neat is essential. | | |
| | | | | 4 | With money, I can purchase shiny. Investigating things is fun and profitable. I love my work! | | |
| | | | | 3 | Must. Have. THE SHINY. (Compulsive stealing.) | | |
| | | | | 2 | People should not be mean. I'm nice! Other beings should be too, dammit! | | |
| | | | | 1 | So much knowledge to unearth! So many things to see. I will never stop traveling. | | |
| Max Health 22 | | Max Energy 11 | | Sprint | Initiative | Physical | 8 |
| Current: | | Current: | | 8 | 9 | Defense | 9 |
| | | | | Armor and Resistances: | | 1 | |
| Attributes, Skill and their associated Rolls and Base Impact | | | | | | | |
| MIGHT 1 Roll Base Impact Athletics 1 Close Combat 1 AGILITY 3 Ranged Combat 1 3 Stealth 5 3 INTUITION 6 Empathy 6 6 Nature 5 6 Streetwise 3 6 | | | | WITS 4 Roll Base Impact Academics 2 4 Electronics 2 4 Mechanics 2 4 Medicine 2 4 Occult 2 4 PRESENCE 2 Command 1 2 Relate 3 2 | | | |
| Aspects | | | | Powers | | | |
| Character Features and Passive Bonuses | | | | Name | Action | Roll | Base Impact |
| Aerial Essence Currently providing +4 Freezing Resistance, immunity to falling damage. Empathic Essence Currently providing +6 to Empathy rolls. Darting Essence Currently providing +1 Movement, +1 Ranged Defense. | | | | Grasping Breeze | Simple | | |
| | | | | Cold Read | Complex | 6 | 8 |
| (For more information, see the power cards) | | | | | | | |

| ASYLUM | | MANIFEST FORM | | | | GenCon Character Sheet | | | | | | | | | |
|---|--|-------------------|--|---|--|---------------------------|--|-------------|--|------|--|-------------|--|-------------|--|
| Player: | | Race: | | Origin: | | | | | | | | | | | |
| | | Chimera (Exalted) | | Outside | | | | | | | | | | | |
| Character: | | Concept: | | Faction: | | | | | | | | | | | |
| Sandy Perkins | | Magpie Detective | | Asylum | | | | | | | | | | | |
| Image: | | Harmony | | Foundations: (from least to most important) | | | | | | | | | | | |
| | | 5 | | Keeping your feathers... er... clothes... neat is essential. | | | | | | | | | | | |
| | | 4 | | With money, I can purchase shiny. Investigating things is fun and profitable. I love my work! | | | | | | | | | | | |
| | | 3 | | Must. Have. THE SHINY. (Compulsive stealing.) | | | | | | | | | | | |
| | | 2 | | People should not be mean. I'm nice! Other beings should be too, dammit! | | | | | | | | | | | |
| | | 1 | | So much knowledge to unearth! So many things to see. I will never stop traveling. | | | | | | | | | | | |
| Max Health: 22 | | Max Energy: 11 | | Sprint | | Initiative | | Physical | | 8 | | Mental | | 9 | |
| Current: | | Current: | | 8 | | 9 | | Defence | | | | Defence | | | |
| | | | | Armor and Resistances: | | 1 | | | | | | | | | |
| Attributes, Skill and their associated Rolls and Base Impact | | | | | | | | | | | | | | | |
| MIGHT 1 | | | | Roll | | Base Impact | | WITS 4 | | | | Roll | | Base Impact | |
| Athletics | | | | | | 1 | | Academics | | | | | | 2 4 | |
| Close Combat | | | | | | 1 | | Electronics | | | | | | 2 4 | |
| AGILITY 3 | | | | | | | | Mechanics | | | | | | 2 4 | |
| Ranged Combat | | | | 1 | | 3 | | Medicine | | | | | | 2 4 | |
| Stealth | | | | 5 | | 3 | | Occult | | | | | | 2 4 | |
| INTUITION 6 | | | | | | | | PRESENCE 2 | | | | | | | |
| Empathy | | | | 6 | | 6 | | Command | | | | | | 1 2 | |
| Nature | | | | 5 | | 6 | | Relate | | | | | | 3 2 | |
| Streetwise | | | | 3 | | 6 | | | | | | | | | |
| Aspects | | | | | | Powers | | | | | | | | | |
| Character Features and Passive Bonuses | | | | | | Name | | Action | | Roll | | Base Impact | | | |
| Aerial Essence | | | | | | Grasping Breeze | | Simple | | | | | | | |
| Currently providing +4 Freezing Resistance, immunity to falling damage. | | | | | | Cold Read | | Complex | | 6 | | 8 | | | |
| Fly at listed speeds. | | | | | | | | | | | | | | | |
| Empathic Essence | | | | | | Tiny Form | | Simple | | | | | | | |
| Currently providing +6 to Empathy rolls. | | | | | | | | | | | | | | | |
| Currently providing +1 Mental Defense. | | | | | | | | | | | | | | | |
| Darting Essence | | | | | | | | | | | | | | | |
| Currently providing +1 Movement, +1 Ranged Defense. | | | | | | | | | | | | | | | |
| Currently providing -50% size, Minor Advantage on all Agility-related rolls | | | | | | | | | | | | | | | |
| (For more information, see the power cards) | | | | | | | | | | | | | | | |