

ASYLUM		COVERT FORM				GenCon Character Sheet									
Player:		Race: Chimera (Bug)		Origin: Cockroach Spy											
Character: Franz "Brown Coat" Sansa		Concept:		Faction: The Committee											
Image:		Harmony		Foundations: (from least to most important)											
				5 Fastidious: You are better than vermin and treat yourself as such.											
				4 Cautious: Tomorrow doesn't matter if you don't survive today.											
				3 Amorous: The game of love is one of life's most noble pursuits.											
				2 Secretive: Those who know your secrets can hurt you the most.											
				1 Guardian: Defend the clutch! If all else fails, at least your family survives.											
Max Health 24		Max Energy 8		Sprint		Initiative		Physical		9		Mental		9	
Current:		Current:		10		7		Defense				Defense			
				Armor and Resistances:				1		Poison					
Attributes, Skill and their associated Rolls and Base Impact															
MIGHT 2 Roll Base Impact								WITS 4 Roll Base Impact							
Athletics 3 2								Academics 2 4							
Close Combat 1 2								Electronics 2 4							
AGILITY 4								Mechanics 2 4							
Ranged Combat 2 4								Medicine 2 4							
Stealth 5 4								Occult 2 4							
INTUITION 3								PRESENCE 2							
Empathy 5 3								Command 1 2							
Nature 3 3								Relate 1 2							
Streetwise 3 3															
Aspects								Powers							
Character Features and Passive Bonuses								Name Action Roll Base Impact							
Darting Essence Currently providing +1 Movement, +1 Ranged Defense.								Virulent Corruption Complex 4 8							
Toxic Essence Currently providing +4 Poison Resistance, immunity to any additional effects from poisons and diseases.								Rapid Adaptation Reaction							
Armored Essence Currently providing +2 Armor, +2 Resistance															
(For more information, see the power cards)															

ASYLUM										MANIFEST FORM										GenCon Character Sheet																			
Player:										Race:										Origin:																			
										Chimera (Bug)										Cockroach Spy																			
Character:										Concept:										Faction:																			
Franz "Brown Coat" Sansa																				The Committee																			
Image:										Harmony										Foundations: (from least to most important)																			
																				5										Fastidious: You are better than vermin and treat yourself as such.									
																				4										Cautious: Tomorrow doesn't matter if you don't survive today.									
																				3										Amorous: The game of love is one of life's most noble pursuits.									
																				2										Secretive: Those who know your secrets can hurt you the most.									
																				1										Guardian: Defend the clutch! If all else fails, at least your family survives.									
Max Health: 24					Max Energy: 8					Sprint					Initiative					Physical					9					Mental					9				
Current:										10					7					Defence					9					Defence					9				
										Armor and Resistances:										1					Poison, Physical														
Attributes, Skill and their associated Rolls and Base Impact																																							
MIGHT 2															WITS 4																								
Athletics 3 2															Academics 2 4																								
Close Combat 1 2															Electronics 2 4																								
AGILITY 4															Mechanics 2 4																								
Ranged Combat 2 4															Medicine 2 4																								
Stealth 5 4															Occult 2 4																								
INTUITION 3															PRESENCE 2																								
Empathy 5 3															Command 1 2																								
Nature 3 3															Relate 1 2																								
Streetwise 3 3																																							
Aspects															Powers																								
Character Features and Passive Bonuses															Name Action Roll Base Impact																								
Darting Essence															Virulent Corruption Complex 4 8																								
Currently providing +1 Movement, +1 Ranged Defense.															Rapid Adaptation Reaction																								
Currently providing -50% size, Minor Advantage on all Agility-related rolls																																							
Toxic Essence															Tiny Form Simple																								
Currently providing +4 Poison Resistance, immunity to any additional effects from poisons and diseases.																																							
Generate 3 Impact any time an enemy ends its turn next to you.																																							
Armored Essence																																							
Currently providing +2 Armor, +2 Resistance																																							
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(For more information, see the power cards)																																							