ASYLUM				COVER	Γ FORM	GenCon Character Sheet				
Player:				Race:			Origin:			
				Fey (Frost Giant)			Outside			
Character:			1	Concept:			Faction:			
Grom "Cold Blood" Jotunbrud				Frost Giant Enforcer Foundations:			First Born			
Image: Harmony 6 5 4 3 2 1					(from least to most important) Community: The clan looks out for its own. Together					
				5	you are str	your sum.				
				Vengeance: Eye for an eye, tooth for a tooth. The of justice is never too expensive.						The price
				3		both a means and an ends. Use ove yourself.				
				2 Guardian: Protect the strength of others.			e weak. Respect and nurture the			
							oond. You and live and die by your			
Max Health	<u>.</u> 34	Max Energy	8	<u>Sprint</u>	<u>Initiative</u>	<u>Physical</u>	7	<u>Mental</u>		8
Current:		Current:		11	5	<u>Defense</u>	,	Defense		
					Resistances:	1		Freezing	(4)	
					ociated Roll	ls and Base	•	.		
MIGHT	A.I.I:	5	Roll	Base Impact	WITS		7	2 Roll		Base Impact
	Athletics		3	7		Academics			1	2
AGILITY	Close Comb	2	5	7		Electronics Mechanics			1	2
AGILIT	Ranged Con		1	2		Medicine			6	2 2
	Stealth	iibat	1	2		Occult			1	2
INTUITION 3			2	PRESENCE	Occuit	•	3	1	2	
	• Empathy	•	1	3	RESERVEE	Command	•	•	3	3
	Nature		5	3		Relate			1	3
	Streetwise		3	3		Relate			-	3
				Powers						
	Character Fe	eatures and Pas	sive Bonuses		Name		Action	Roll		Base Impact
Gigantic Es	ssence				Implacable	Stance	Free			
Currently Providing +4 max Health, +2 Might-based Impact.					Frozen Arti	fice	Simple			
Glacial Essence					Supercharg	ge	Complex			2
Currently Providing +4 Cold Resistance, move on ice without s or breaking it.				thout slipping						
Mechanica	al Essence									
		dechanics rolls.								
		(For more information, see the power cards)								

ASYLUM MANIFES					ST FORM			GenCon Character Sheet		
<u>Player:</u>				Race:			Origin:	3 .1a.a.a.a.a.	5 .1.551	
				Fe	y (Frost Gia	nt)		Outside		
<u>Character:</u>				Concept:			Faction:			
Grom "Cold Blood" Jotunbrud				Frost Giant Enforcer			First Born			
	<u>lmage:</u>		Harmony	<u>Foundation</u>		Th		o most import		
6 5 4 3 2			5	you are stronger than your sum.						
			4	Vengeance: Eye for an eye, tooth for a tooth. The price of justice is never too expensive.						
			3	Ambition: Strength is both a means and an ends. Use your strength to improve yourself.						
			2	Guardian: Protect the weak. Respect and nurture the strength of others.						
				1	Honor: Your word is bond. You and live and die by yo				die by your	
Max Health	: 34	Max Energy:	8	<u>Sprint</u>	oaths. <u>Initiative</u>	Physical		Mental		
Current:	<u>l:</u> 54	Current:	0	<u>Sprint</u> 11		<u>Defence</u>	7	Defence	8	
Current.		Current.		Armor and F		3		Freezing (4	.)	
		Attribu	ıtes, Skill ar	nd their asso			Impact		,	
MIGHT		5	Roll	Base Impact			2	Roll	Base Impact	
	Athletics		3			Academics		1	. 2	
	Close Comba	at	5	7		Electronics		1	. 2	
AGILITY		2				Mechanics		6	2	
	Ranged Com	nbat	1	2		Medicine		1	. 2	
	Stealth		1	2		Occult		1	. 2	
INTUITION	N	3			PRESENCE		3			
	Empathy		1	3		Command		3		
	Nature		5	3		Relate		1	. 3	
	Streetwise		3	3						
Aspects							Powers			
Ci		atures and Pas	ssive Bonuses		Name	Cha	Action	Roll	Base Impact	
Gigantic Essence					Implacable		Free			
Currently Providing +4 max Health, +2 Might-based Impact.					Frozen Art		Simple		3	
Currently Providing +50% size, 2-yard reach,+ 2 Armor.					Supercharg	ge	Complex		2	
Glacial Essence					Colossal Fo	orm	Simple			
Currently Providing +4 Cold Resistance, move on ice without slipping or breaking it.					Flash Freez	ze	Complex	5	5	
Enemies that wind up adjacent to you are restrained with ice until the end of their next turn. Fire will immediately free them.										
Mechanical Essence										
	riding +6 to Mech	nanics rolls.								
Currently prov	Currently providing +1 Base Impact to all your equipment.						_			
						(For m	ore informat	ion, see the	power cards)	