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| **ASYLUM** | |  | | | Playtest Character Sheet | | | | | | |
| Persona: | | | | | | | Faction: | | Concept: | | |
| Player: | | | | | | | Race: | | Module: | | |
| Portraits | | | | | | | Harmony | Foundations | | | |
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| Covert | | | Manifest | | | |  | ASSETS | | | |
| Passive Powers | | | | | | | Leased | Aspects | | | |
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| Attributes | | | | | | | | | | | |
| Might: |  | | Vitality: | | |  | / | Armor: |  | Speed: |  |
| Agility: |  | | Focus: | | |  | / | Resistances: | | | |
| Intuition: |  | | Toughness: | | | | ( ) |
| Wits: |  | | Defense: | | |  | ( ) | Weaknesses: | | | |
| Presence: |  | | Perception: | | | | ( ) |
| Active Powers | | | | | | | | | | | |
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