

THE ASCENDED

CHARACTER NAME

1200 xp Henchman

PLAYER NAME

CAMPAIGN

AETHERION TYPE

Normal Human

AVAILABLE XP

Core Stats

PHYSIQUE

4

Mod: 3

COORDINATION

4

Mod: 3

RESILIENCE

4

Mod: 3

LOGIC

2

Mod: 1

PERCEPTION

3

Mod: 2

PRESENCE

2

Mod: 1

Combat Stats

Max HP

38

(Res×8 + Phy mod×2)

Movement

24 ft.

(Phy + Coord)×3 ft

Initiative

1d4 + 5

1d4 + Coord + Perc

Evasion Die

1d8

Skill tier die

Hit Points

Max HP:

Current HP:

Injury Status

- ☐ **Healthy (100-67% HP):** No penalties
- ☐ **Injured (66-34% HP):** -2 to physical actions
- ☐ **Severely Wounded (33-1% HP):** -4 physical, -2 mental/social, -25% movement

Aetherion Charge Gauge

1 2 3 4 5

Skills

Skill Name	Tier	Skill Die
Melee Weapons	Expert	d10
Evasion	Trained	d8
Athletics	Novice	d6

[illegible]

Weapons	Armor
Shock Baton – 1d8 + Phys. Stun on Strong Success	Church Medium Armor, -3 Damage Reduction
Execution Blade – 1d10 + Phys, +2 vs restrained	

[illegible]

CHURCH MARKS CASCADIAN EVERGREENS

--

--