

# THE ASCENDED

CHARACTER NAME

Church Judge

PLAYER NAME

CAMPAIGN

The False Ascended

AETHERION TYPE

Normal Human

AVAILABLE XP

## Core Stats

PHYSIQUE

2

Mod: 1

COORDINATION

2

Mod: 1

RESILIENCE

3

Mod: 2

LOGIC

4

Mod: 3

PERCEPTION

4

Mod: 3

PRESENCE

5

Mod: 4

## Combat Stats

Max HP

26

(Res×8 + Phy mod×2)

Movement

12 ft.

(Phy + Coord)×3 ft

Initiative

1d4 + 4

1d4 + Coord + Perc

Evasion Die

1d4

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
Persuasion	Expert	d10
Intimidation	Trained	d8
Investigation	Novice	d6

## Abilities & Feats

[illegible]

## Equipment & Inventory

[illegible][illegible]

## Currency & Resources

## CHURCH MARKS

## CASCADIAN EVERGREENS

## Character Background

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## Additional Notes

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