

# THE ASCENDED

CHARACTER NAME

Church Patrolman

PLAYER NAME

CAMPAIGN

The False Ascended

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

## Abilities & Feats

[illegible]

## Equipment & Inventory

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

[illegible]

## Currency & Resources

## CHURCH MARKS

## CASCADIAN EVERGREENS

## Character Background

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## Additional Notes

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