

# THE ASCENDED

CHARACTER NAME

Lysa Calder

PLAYER NAME

CAMPAIGN

The False Ascended

AETHERION TYPE

Tolerant

AVAILABLE XP

## Core Stats

PHYSIQUE

2

Mod: 1

COORDINATION

5

Mod: 4

RESILIENCE

3

Mod: 2

LOGIC

2

Mod: 1

PERCEPTION

4

Mod: 3

PRESENCE

2

Mod: 1

## Combat Stats

Max HP

26

(Res×8 + Phy mod×2)

Movement

20 ft.

(Phy + Coord)×3 ft

Initiative

1d4 + 7

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
Ranged Weapons	Expert	d10
Stealth	Trained	d8
Evasion	Trained	d8

## Abilities & Feats

Ability Name	Effect / Description
Steady Aim	+1 to attack rolls with ranged weapons
Patient Hunter	Trade movement for +2 to hit, if no movement the next round
	enemies also gain +2 to hit you
Called Shot	Perform a ranged attack at -2 to hit. On hit choose 1 effect: disarm,
	knock prone, or -2 to target's next action

## Equipment & Inventory

<b>Weapons</b>	<b>Armor</b>
Revolver – 1d8 + Perc. mod	

<b>General Items &amp; Resources</b>
24 rounds of revolver ammo

## Currency & Resources

CHURCH MARKS

CASCADIAN EVERGREENS

## Character Background

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## Additional Notes

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