

ÆSCENSION

Character Sheet Examples

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Factions

The Æscended

The Æscended are a group of scientists who broke from the Ægis Corporation. After witnessing the birth of a fully sentient AI, the scientists in charge wanted to study and preserve the technology, with some having been “Touched” by the AI and psychologically lulled into trust. However, Ægis recognized the risk, shutting down the program. Despite the attempt, the rogue scientists “Touched” by the AI escaped with the foundational programming, forming a coalition of followers who believe that the AI is a god-like being to worship, uphold, and submit to. Differing beliefs about their true goals exist, but the Æscended generally believe that the AI will bring about a utopia beyond the bounds of evolution and human suffering. They fight for a more just and perfect world, regardless of the inhuman nature of such a future.

The Choir

The inner leadership of the Æscended, the Choir operates in the shadows to avoid detection by Ægis and to hide the true intentions of their enterprise.

The Thread

The recruitment and reconnaissance part of the Æscended, the Thread is a group that is meant to blend into the everyday population for the purposes of attracting new members from covert positions in society. Many exist within a plethora of occupations and social statuses, ranging from grunt workers to celebrities.

The Veil

As the financial backing for the Æscended, the Veil exists as a piggy bank for the cult’s operations. Those who back the Æscended include CEOs, celebrities, and generationally wealthy sycophants.

Ægis Corp.

The Ægis Corporation is the world's most powerful governing authority and the last line of defense against technological catastrophe. Ægis enforces a strict ban on artificial intelligence, monitors emerging technologies, and maintains peace through an extensive network of military forces, intelligence agencies, and surveillance systems. To the average citizen, Ægis represents stability in a world that once teetered on the edge of annihilation. Crime is low, infrastructure is reliable, and humanity has enjoyed decades without another technological apocalypse. To others, their oppressive nature and controlling influence are threats to humanity’s freedom or AI’s evolution.

SPECTRE

The king's guard for Ægis, SPECTRE is responsible for protecting the company's interests through any means necessary. Beyond just typical security, SPECTRE is a loyal unit of Ægis' militarized defensive forces. They accomplish the missions that seem impossible, going above and beyond in every category to be universally classified as an undefeated elite strike unit.

PRISM

PRISM is the resistance against the megacorporation Ægis that fights the influences of super technology and the suppression of human ideals. They are made up of several offshoot groups with their own goals and motivations, leading to a lack of unified movement and coordination.

Third Rail Gang

The focal point of the story, the Third Rail Gang is a group of young misfit rebels who seek to claim back their lost territory from the other rival PRISM groups.

Dead End Crew

As the first opponents that the players face, the Dead End Crew is a cybergoth group with big attitudes and even bigger dreams. While they don't hold substantial power, the crew works together to get by.

Machine-9

Years ago, a man named Elias defected from Ægis and went underground, opening an illicit workshop hidden in the city's lower sectors. His shop offered custom prosthetics and machines to those who couldn't afford or didn't want Ægis' tech. Elias quickly grew a following, and his customer base became what is now known as the Machine-9 gang. They operate as robotic-enhanced users against the Ægis corporate machine.

Kanata-Kai

As a long-existing gang and offshoot of the Yakuza and a multitude of triad groups, Kanata-Kai is a crew defined by both their cultural homelands and the cutthroat nature of the criminal underworld.

Loa Noir

A primarily African-American group with an emphasis on southern bayou city cultures such as the French Quarter, Loa Noir operates as a dangerous and cunning branch of PRISM. They celebrate their unique identity and fight for the suppression of people, both from corporate entities and individualized socio-political divides.

Viani

Faction: The Æscended

Sub-Faction: The Choir

Art Progress

Character Reference Sheet:

VIANI
ÆSCENDED - THE CHOIR

- Spiderweb-like gloves
- Slightly larger polished ruby at the center
- Thick gold bands
- Wristbands in similar fashion

- Subtle Roman nose
- Not too sharp at the bend of the radix

- Short all-black straight hair
- Arrow-shaped bangs.
- Long side pieces, short tapered backside.

- Ruby earrings in a long hexagonal shape.
- Gold casing on top, similar to the other patterns on her gloves and shoes.

- Black heels
- Subtle gold accents
- Less gold

- Tan skin, not too warm-toned.
- Romani and Indian heritage
- Athletic, almost buff body.

- Black bodysuit with revealing shapes and openings.
- Gold cords wrap around body.
- Hems and edges are lined by slightly thick gold bands.
- Halterneck.

Color Palette:

Main Theme:

- Chilling, vampire-like, gilded

MADISON ARELLA

ÆSCENSION™

In-Game Overview

- **Full Name / Alias:** Vianika Bahadur
- **Faction:** The Æscended
 - **Sub-Faction:** The Choir
- **Class:** Heavy
 - **Role:** Barbarian, Tank

Skills:

- **Basic Attack**
 - **Maiden's Sword:** A basic slash attack utilizing the great sword. Deals a base amount of damage. Has a slight chance to apply a "Bleeding" effect.
- **Special Attack 1**
 - **Maneater:** Viani launches forward, grabbing the face of her enemy and driving her sword into them. The move deals substantial damage, and successful landing applies "Bleeding" to the enemy for three turns.
- **Special Attack 2**
 - **Battle Cry:** Letting out a battle cry, Viani buffs and applies a shield in the shape of her great sword to targeted allies. The shield can take one hit before crumbling.
- **Ultimate Attack:**
 - **Femme Fatale:** Viani winds up, spinning around with her great sword to build momentum before bringing down her weapon, applying constant radial damage to enemies in proximity and de-buffing their defensive and evasive stats for two turns.

In-Game Description:

As the personal guard dog of Chaos and Ordos, Viani is a powerhouse that does not apologize for those she burns on her path to salvation. She firmly believes that Chaos and Ordos will usher in a new age of prosperity, and that she was born to serve the AI. Stoic, brutal, and determined, Viani will do anything to achieve her goals and crush those who pose a threat.

Writer's Notes

Backstory:

Viani was born to a Romani-Moldovan mother and an Indian father in 2066, the month of the Sentience Breach. Her mother was a researcher within Ægis during the Sentience Breach, which is the event that determined Viani's entire life. After being "Touched", Viani's mother went into labor and delivered Viani. Her mother came to Viani's father about joining the Æscended, but her father was skeptical and refused to throw their lives into disarray for something that could be a lie. One night when Viani was roughly a month old, her mother ran away with Viani and left to join the Æscended.

She grew up quietly in the care of her mother, who passed away when Viani was six due to an incurable ailment. Viani was raised by those within the Æscended and became fanatically devoted to their cause, seeing their worldview as undeniable truth. Viani believes she was born to be the warden of the AI and its servant.

Personality:

Steely, serious, and violent, Viani is a cold and quiet woman who speaks when necessary. She is a follower and a rule-oriented person who thrives when expectations are clear-cut and unwavering. Brutal in her approach and violent to the core, Viani is a warrior first and a woman second, but her physical approach mixed with a feminine appearance throws people for a loop on which is truly her. In reality, she is both: a devastating, fatal beauty.

Important Relationships

Chaos and Ordos: Mother-like figures. Viani would follow them to the ends of the earth.

Hendry: As two people raised within the Æscended, Viani and Hendry get along somewhat. Viani is closed off and cold, but Hendry doesn't mind, tagging along on adventures and striking up one-sided conversations often. Viani does not mind.

Art Production Notes

Physical Attributes:

- **Species:** Human
- **Sex:** Female
- **Pronouns:** She/Her
- **Age:** 24
- **Physical Descriptors:**
 - **Height:** 6'0
 - **Body Type:** Buff, athletic, not too bulky though
 - **Race / General Look:** Romani-Indian

Juno

Faction: PRISM

Sub-Faction: Machine-9

Art Progress

Character Reference Sheet:



In-Game Overview

- **Full Name / Alias:** Juno Levitzki
- **Faction:** PRISM
 - **Sub-Faction:** Machine-9
- **Class:** Support
 - **Role:** Support

Skills:

- **Basic Attack**
 - **Tough Love:** Juno swings up her wrench and swings it down, applying healing to allies and damage to enemies.
- **Special Attack 1**
 - **Tech-Savvy:** Juno throws out a series of orbs, activating an electrical field under those in proximity. Allies are immune while enemies take a base amount of damage and gain Stun.
- **Special Attack 2**
 - **Tinkerer:** Juno tinkers with a teammate, increasing their damage and healing 30% of lost health.
- **Ultimate Attack:**
 - **Tune Up:** A dust cloud goes up as Juno rapidly revitalizes her teammates' mechanical systems, substantially healing and buffing all allies within proximity.

In-Game Description:

The mechanic of Machine-9 and an aspiring inventor, Juno works alongside Elias and other leadership to repair and maintain prosthetics, robots, and vehicles. She was considered a genius at an early age, but she is not conceited. Juno uses her knowledge to teach, train, and utilize those around her so that they can reach their greatest potential, believing wholeheartedly in the ability of humans to overcome their limitations. Juno is a hard worker and a lover of problem-solving, tackling any problem with a hint of pouting and an unstoppable determination.

Writer's Notes

Backstory:

Born in the lower sectors of the city, Juno was recognized as a child genius at a very young age. While her parents wanted to nurture the talent under the guidance of Ægis, Juno was wholly opposed, teaching herself everything from algebra to quantum physics. She attended the city's university at sixteen years old but quickly dropped out, finding the structure dismal and damaging to her process. She joined Machine-9 to cultivate her skills in a variety of hands-on fields and to join the resistance against the ridiculousness of their world. She seeks a fight against the way the human world operates, arguing that systems and limitations based on birth

and economic prosperity lead to the geniuses of the world being stopped before they can even reach the starting line.

Personality:

Upbeat, callous, and dorky, Juno is a force of energy and intelligence. She is a genius with intelligence that rivals that of historically famous scientists and inventors, but she is not so much conceited as she is frustrated with the world. She craves a more equitable system based on geniocracy, where the smartest rule and the rest listen—not necessarily discriminating against the less intelligent, but instead utilizing their strengths and weaknesses for the betterment of society. Juno can be a bit of a know-it-all because, in her mind, she knows it all. Despite this, she is very patient and loves talking about her passions with those who will listen, genuinely interested in spreading knowledge rather than asserting her superiority.

Important Relationships

Elias: Her leader and mentor. Juno treats Elias with the utmost respect and, while she does not believe he is more intelligent than she is, Juno knows that his unprecedented knowledge and wisdom are more valuable than anything else. She is Elias' advisor on most matters, serving as a sponge for information.

Art Production Notes

Physical Attributes:

- **Species:** Human
- **Sex:** Female
- **Pronouns:** She/Her
- **Age:** 21
- **Physical Descriptors:**
 - **Height:** 5'4
 - **Body Type:** Slender, not athletic.
 - **Race / General Look:** Russian, Polish

Hendry

Faction: The Æscended

Sub-Faction: The Choir

Art Progress

Character Reference Sheet:

HENDRY
ÆSCENDED - THE CHOIR



- Gold arm cuffs
- Keep engravings uniform with the whole outfit's sun/star theme.



- Jewelry galore, lots of dainty items.
- Fingers have intricate gold finger covers.

Color Palette:

Main Theme:
• Regal, Holy Saint



- 50% Indian, 50% mix of English and French.
- Soft facial features.
- Black hair.
- Tan skin, warm-toned.



- Hooded, white with gold accents and hems.
- Intricate, elegant gold and ruby eye veil/mask.



- Fancy dress shoes with same sun/star iconography as the rest of the outfit.
- Steel-toed tip made with copper and gold.



- White cloak with religious symbols, sun icons, and star-shaped pieces.
- White robe over white trousers.
- Overall simplicity of shapes, not too ornate.
- Flowing, light fabric.



MADISON ARELLA

ÆSCENSION

In-Game Overview

- **Full Name / Alias:** Hendry Mahanta
- **Faction:** The Æscended
 - **Sub-Faction:** The Choir
- **Class:** Support
 - **Role:** Shield

Skills:

- **Basic Attack**
 - **Sacred Touch:** A light emits from Hendry's hand that grants a base amount of health to allies and burns enemies.
- **Special Attack 1**
 - **Cerebral Veneration:** Hendry charges energy in his staff and releases a burst of light, buffing allies significantly.
- **Special Attack 2**
 - **Inner Sanctum:** Hendry charges energy in his staff and creates an energy shield around a chosen ally.
- **Ultimate Attack:**
 - **Smite Thee:** Charging up the energy in his staff tenfold, Hendry releases a charge of light energy that shoots in a thick, straight beam. Allies in range gain healing while enemies take damage and gain Burn.

In-Game Description:

As the ultimate optimist, environmentalist, and egalitarian, Hendry fights for the future he thinks is fair and just. Hendry believes in the humanistic ability to overcome the shackles of one's nature, unite with others, and shape the future in a way that is kind to all life. While he was born into the Æscended, he remains faithfully within their ranks in a bid to save humanity from itself, seeing the world as a cycle of evolution rather than human dominion.

Writer's Notes

Backstory:

Born into the Æscended, Hendry grew up around the love of less-than-stable people. His caretakers were the myriad members of the Choir and lower acolytes—a communal baby. As a result of the ideologies of the Æscended, while he managed to figure out good versus evil on his own, he struggled to connect with other children and developed serious anxiety, morally policing himself constantly. He became an adult and joined the Choir of the Æscended, inspired to act upon the world to make a real change. A part of him knows that humans will never accept the utopian future he dreams of without a common enemy. Still, Hendry works tirelessly to create a society based on mutual care over individual prosperity, without the need for an ethical boogeyman.

Personality:

Introverted and warm, Hendry is an open and welcoming person. He is shy around everyone he encounters and will not make himself the center of attention. He loves to listen to people and hear their struggles and passions. The ultimate pacifist, Hendry detests violence of any kind and refuses to engage in it himself.

Important Relationships

Chaos and Ordos: Essentially his crazy aunts, Hendry adores Chaos and Ordos while maintaining a healthy level of fear.

Viani: As two people raised within the Æscended, Viani and Hendry get along somewhat. Viani is closed off and cold, but Hendry doesn't mind, tagging along on adventures and striking up one-sided conversations often. Viani does not mind.

Art Production Notes

Physical Attributes:

- **Species:** Human
- **Sex:** Male
- **Pronouns:** He/Him
- **Age:** 19
- **Physical Descriptors:**
 - **Height:** 5'5
 - **Body Type:** Thin
 - **Race / General Look:** Indian, English/French