

Character Name <i>Player Name or Username</i>	
Classpect: _____ of _____ Land: The Land of _____ and _____ Dream Location: Kingdom of _____	Current XP: 0 XP / 20 XP (next level) Echeladder Rung: 1 God Tier: N/A
EsperHandle: handle and color	Race and Gender: Something
Ability scores: Str: 10 (+0) Int: 10 (+0) Dex: 10 (+0) Wis: 10 (+0) Con: 10 (+0) Cha: 10 (+0)	Resistances: Fortitude: 10 Reflex: 10 Will: 10

Combat Quick Reference	
HP: 0/0 AC: 10+0(dex)+0(armor) = 10	Psionic Slots: Minor - 0/0 Major - 0/0
Proficiency Bonus: +1	Initiative: +0
Hit Dice: 1d6 left / 1d6 max	Dream Self HP: 0/0
Ammunition Remaining: 0/0	Effects: ([de]buffs, status effects, exhaustion)
Racial or other Special Abilities:	

Strife Specibi			
Specibus Name	Attack Name	Damage	Attack Description
Specibus 1	Attack 1		
	Attack 2		
Specibus 2	Attack 2		

(Major or Minor) Psionics		
Power Name	Subpower	Power Description
Power 1	Subpower A	Use 1 (e.g. at-will)

		Use 2 (e.g. minor slot)
	Subpower B	Use 1
Power 2	Subpower A	Use 1
		Use 2
	Subpower B	Use 1

<i>Skills</i>			
Name	Mod + Prof. = Total	Name	Mod + Prof. = Total
Athletics (Str)	+0+1=+1 (example)	Insight (Wis)	+0
Endurance (Con)	+0	Medicine (Wis)	+0
Acrobatics (Dex)	+0	Perception (Wis)	+0
Sleight of Hand (Dex)	+0	Sanity (Wis)	+0
Stealth (Dex)	+0	Survival (Wis)	+0
Engineering (Int)	+0	Deception (Cha)	+0
Investigation (Int)	+0	Intimidation (Cha)	+0
Occult (Int)	+0	Persuasion (Cha)	+0
Animal Handling (Wis)	+0	Perform (Cha)	+0
Concentration (Wis)	+0		

<i>Pillar & Paths</i>	
Pillar: S_____	• Pillar Effect 1 • Pillar Effect 2 • etc.
Path Feature 1	Path Feature Effects
Path Feature 2	Path Feature Effects
Path Feature 3	Path Feature Effects
Path Feature 4	Path Feature Effects

Path Feature 5	Path Feature Effects
Path Feature 6	Path Feature Effects
Path Feature 7	Path Feature Effects
Path Feature 8	Path Feature Effects
Path Feature 9	Path Feature Effects
Path Feature 10	Path Feature Effects

<i>Equipment</i>					
Location	Item	Description/Effect	Location	Item	Description/Effect
Head			Necklace		
Torso			Rings		
Legs			Wrists		
Feet			Face		

<i>Sylladex</i>
Type: What is your fetch modus called?
Description: How does your fetch modus work?
Inventory: List here what items you have in your sylladex, and if applicable, how or where they're stored in your sylladex. Lots of things!

<i>Grist Cache</i>					
Build	Tier I	Tier II	Tier III	Tier IV	Tier V
0	0	0	0	0	0
Tier VI	Tier VII	Tier VIII	Tier IX	Tier X	Special
0	0	0	0	0	0

Gates & House Building

Total Build Grist Spent: 0/50 (next tier)

House Tier: 1

Room Name

Room Description

Character

Personality

- What is your character like? Breathe life into them! What sorts of things interest them?
- Do they have any ideals or goals?
- What fears or flaws do they have?

Quirk: Does your character have any quirX they use when typing chat to other people????

Looks: What does your character look like?

Artwork

- Artwork of your character is entirely optional, but if you want to help people see the character you've created!
- **Sprite:** [Example Character Sprite](#)
- **Symbol:** [Example Character Logo](#)

Backstory

- What is the story of your character? Describe their past and background here to provide some context about where your characters is coming from.

Relations to other characters

- Your character may know other characters before the game starts. Describe here who you know and how you know them! Perhaps include what your character thinks of them!