

<https://docs.google.com/spreadsheets/d/1-L74DbVcx0fKMNF9OZqG-KDC5T3hrZ6LoyUTeL0Lsjc/edit?usp=sharing> Updated character sheet

Cael Barrian

By Nullzed

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: medievalMenace	Race and Gender: Male Human
Ability scores: Str: 16 (+3) Int: 12 (+1) Dex: 16 (+3) Wis: 8 (-1) Con: 14 (+2) Cha: 10 (+0)	Resistances: (bolded means proficient) Fortitude: 15 Reflex: 15 Will: 9

Combat Quick Reference

HP: 15/15 AC: 13	Psionic Slots: Minor - 0/0 Major - 0/0
Proficiency Bonus: +1	Initiative: +1
Hit Dice: 1d6 left / 1d6 max	Dream Self HP: 15/15
Ammunition Remaining: 0/0	Effects: ([de]buffs, status effects, exhaustion)
Racial or other Special Abilities: Striker Path Human Resistance Quick Learner Fighting Style: Heavy Weapons	

Strife Specibi

Specibus Name	Attack Name	Damage	Attack Description
SwordKind	Slice	Td8+STR	Major action: Make an attack against an enemy in melee range.
	Arc	Td4+STR	Major action: Make an attack against up to three adjacent enemies within melee range.
	Crippling Strike	Td4+STR	Major action: Make an attack against an enemy in melee range. If you hit, their movement is reduced by ten feet for one round.
LongBowKind	Arrow	Td8+DEX	Major action: Make a ranged attack roll against a single target
	Piercing shot	Td4+DEX	Major action: Make a ranged attack roll against up to three enemies in a 60 foot line.
	Split shot	Td6+DEX	Major action: Fire two arrows instead of one. You have disadvantage on both attack rolls.

(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

Skills (bold means proficient)

Name	Mod + Prof. = Total	Name	Mod + Prof. = Total
Athletics (Str)	+4	Insight (Wis)	-1
Concentration (Con)	+2	Medicine (Wis)	-1
Acrobatics (Dex)	+4	Perception (Wis)	-1
Sleight of Hand (Dex)	+1	Sanity (Wis)	-1
Stealth (Dex)	+4	Survival (Wis)	-1
Engineering (Int)	+2	Deception (Cha)	+0
Investigation (Int)	+2	Intimidation (Cha)	+0
Occult (Int)	+2	Persuasion (Cha)	+0
Animal Handling (Wis)	-1	Perform (Cha)	+0

Pillar & Paths

Pillar: Striker	• 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

Equipment

Location	Item	Description/Effect	Location	Item	Description/Effect
Head			Necklace		
Torso			Rings		
Legs			Wrists		
Feet			Face		

Sylladex

Type: Spellbook Modus

Description: Like D&D wizard spells, you must prepare items that you will use later. Resets every 24 hours, can have 5 prepared at a time.

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!

Grist Cache

Build	Tier I	Tier II	Tier III	Tier IV	Tier V
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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)

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Room Name

Room Description

Character

Personality

- Caylin shares interests with his parents. He’s interested mostly in medieval warfare, but still likes hearing about other things. He especially loves the stories he was told as a kid, about assassinations and heroes. He’s always loved swordfighting with his dad, as his father figure really loved the physical aspect of history.
- However, Caylin would love more than ever to be the hero in a world of epic Swords and Sorcery. He wouldn’t give up everything, though. He plays dungeons and dragons, and also will peruse his volume of many fantasy-related things. His most

prized possessions are his games, of which his favorites are Skyrim and Mass Effect (don't tell anyone)

- His house is designed after a standard medieval castle. It's interior is mostly modern, and the castle has been significantly downgraded in size. It still has a moat, though.

Quirk: No .

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!