

Level:	1	One Foot in the Grave
	0 XP	Next level at 30 XP

Varros Navius	Dream Moon [1]
Male Bronzeblood	Class of Aspect
esotericAugur [EA]	Land of ___ and ___
squeaks27	"(remember that everything dies. even you!)"

Wardrobifier		
Hand	Wardrobe	Hand
Lusus Tooth Necklace	Thick Cloak	Empty Hand
Accessory	Accessory	Accessory
Bone Earring		Glasses

Skill	Stat	Bonus	Total
Athletics	Str	+0	-1
Endurance	Con	+0	+1
Acrobatics	Dex	+0	+0
Sleight of Hand	Dex	+0	+0
Stealth	Dex	+0	+0
Engineering	Int	+0	+2
Investigation	Int	+0	+2
Occult	Int	+0	+2
Animal Handling	Wis	+0	+4
Insight	Wis	+0	+4
Medicine	Wis	+0	+4
Perception	Wis	+0	+3
Sanity	Wis	+0	+5
Survival	Wis	+0	+3
Deception	Cha	+0	+3
Intimidation	Cha	+0	+2
Performance	Cha	+0	+2
Persuasion	Cha	+0	+2

Aegis	HP lost	Hit Points	HD left	HD max	
0	0	17 / 17	1	1	
Temporary HP		100%	Hit Die Roll		
0			1d6+1		
Lesser slots	2	Greater slots	2		
Speed	30 ft.	Passive Perception	Proficiency	+2	
Initiative	+0	13			
Ability Scores	Armor Class	12	Status Debuffs		
Strength 8 (-1)		+0	Rupture	0	
Constitution 12 (1)	Fortitude	12	Sunder	0	
Dexterity 10 (0)		+0	Fade	0	
Intelligence 14 (2)	Reflex	12	Cripple	0	
Wisdom 16 (3)		+0	Setback	0	
Charisma 14 (2)	Will	11	Max HP Redux	0	
		+0			
Hit Bonus	+0	Crit Range	20	Defense Bonus	+0

Lusus Tooth Necklace Tier 0 Psionic Focus	
Allows Varros to focus his psionics	
A large tooth from his lusus Varros keeps on a chain and holds as a focus.	
Empty Hand Tier N/A.	
An empty hand - so many things could be held in it!	
Thick Cloak Tier 0 Apparel	
Keeps Varros warm and cozy.	
Loose, flowing clothes with a thick hooded cloak draped on top.	
Bone Earring	Glasses
A memento.	Let Varros read things!

Resources					
Passion [2]	Greater Slots [3]	Lesser Slots [4]	Empathy Lesser Slot [5]	Aquilo's HP [6]	
2 2	2 2	2 2	1 1	8 8	
Current	Current	Current	Current	Current	Current
2	2	2	1	8	8
Maximum	Maximum	Maximum	Maximum	Maximum	Maximum
2	2	2	1	8	8

Of The Past	Whispers	Tier	0	Stat	WIS	Hit	+5 to hit
Type	Psionic Power	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice [2]	Dmg	Description				
Augur (affinity)			You gain a sixth sense attuned to ghosts and the undeadly supernatural. Your ability to Discern and Scrutinize extends to such things within 100 feet, whether it be ghostly beings, items, phenomena, etc. You can interchangeably use your psionic skill or Occult for those abilities where necessary, and the SM may require such a check to tell specific details about some ghostly signature, detect some subtle or otherwise concealed spectral magic, or some other use for this sixth sense, at the SM's discretion. You can spend a lesser slot to heighten your psi sense, allowing you to know and track the locations of all creatures with psionic natures, foci, or other psionic features within 100 feet for 30 minutes. At the SM's discretion, you might also spend a lesser slot to track the trails of undead creatures, automatically pass some check where this affinity came into play, or otherwise supercharge your psi sense to attempt something extraordinary with your affinity not covered in this writing. This affinity is used as a free action if an action cost is not given elsewhere.				
Lay Waste (at-will, ranged)	Pd6+PCM	2d6+3	Major action: Make a ranged attack against a target's Will resistance. [Base damage: Pd6+PCM]				
Lay Waste (at-will, cleave)	Pd3+PCM	2d3+3	Major action: Make a ranged attack against Will resistance, targeting up to three creatures within range. [Base damage: Pd3+PCM]				
Lay Waste (at-will, dazing)	Pd3+PCM	2d3+3	Major action: Make a ranged attack against a target's Will resistance. If you break resistance, the target is Dazed for 1 round. [Base damage: Pd3+PCM]				
Lay Waste (lesser)	Pd6+PCM	2d6+3	Major action: Make a ranged attack against a target's Will resistance. If you break resistance, the target is Impaired for 1 round. While Impaired in this way, the target cannot move towards you. [Base damage: Pd6+PCM]				
Lay Waste (lesser)			Free action: After landing an attack, a phantom impairs the target for 1 round.				
Mourners (lesser)			Major action: Create a 15 ft. radius sphere that is centered on and moves with you, that lasts for 1 minute. All creatures of your choice have Fade (4) while within this sphere.				
Mourners (greater)			Major action: Create a 30 ft. radius sphere that is centered on and moves with you, that lasts for 1 minute. All creatures of your choice have Fade (4) and Impaired while within this sphere.				
Vengeful Dirge (at-will)	2	2	Reaction: You summon a spectre to protect you and lash out against attackers. As a reaction to being attacked, make a ranged attack against a target's Will resistance. [Base damage: P]				
Vengeful Dirge (lesser)	Pd4+PCM	2d4+3	Major action: You empower your protective spectre. For the next 1 minute, as a reaction to being attacked, make a ranged attack against a target's Will resistance. You also gain Aegis (PCM) against the attack that triggers it. [Base damage: Pd4+PCM] Free action: After landing an attack, you summon a shade to curse your target. For 3 rounds, the target takes P damage for every attack roll they make.				

For The Future	Radionics	Tier	0	Stat	WIS	Hit	+5 to hit
Type	Psionic Power	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice	Dmg	Description				
Diagnosis, ability (affinity)			You gain a sixth sense attuned to biological anatomy. Your ability to Discern and Scrutinize extends to nearby biologicals within 100 feet, whether it be their health, afflictions, new or old injuries, etc. You can interchangeably use your psionic skill or Medicine for those abilities where necessary, and the SM may require such a check to tell specific details about a creature's biology, detect infection vectors in an area, or some other use for this sixth sense, at the SM's discretion. This affinity is used as a free action if an action cost is not given elsewhere.				
Diagnosis, healing (affinity)			Your healing is more effective on creatures you have recently Scrutinized, or Discerned on the same turn as the heal. If rolling for healing, you may reroll the amount healed. If healing a flat amount, add your PCM to it.				
Diagnosis, rules (affinity)			You can spend a lesser slot to heighten this sixth sense, allowing you to sense and track the locations of living creatures within this range for 30 minutes. At the SM's discretion, you might also spend a lesser slot to track the trails of living creatures, automatically pass some check where this affinity came into play, or otherwise supercharge your psi sense to attempt something extraordinary with your affinity not covered in this writing.				
Lay On Hands (lesser)	2Pd4+WIS	4d4+3	Major action: You heal an ally for the listed damage. [Base damage: 2Pd3+PCM]				
Lay On Hands (greater)	2Pd8+WIS	4d8+3	Major action: You heal all allies within 30 feet for the listed damage. You also heal yourself, but for half the listed damage. [Base damage: 2Pd6+PCM]				
Lay On Hands (greater)			Major action: You use the lesser version of Lay On Hands thrice. For each usage, you can heal yourself instead of an ally, but for half the listed damage instead.				
Acupressure (at-will)			Reaction: On yourself or an ally, choose one status condition with a duration of two minutes or less. You reduce its duration by 3 rounds. If this eliminates the condition, they are then immune to it for 3 rounds.				
Acupressure (lesser)			Minor action: Remove all status conditions from a target. They are then immune to new status conditions for 2 minutes.				
Acupressure (greater)			Major action: Poke an ally in their meridians. For the next 1 minute, they have Aegis (P), lose all negative conditions and are immune to them; and heal for P hit-points at the start of each of their turns. Charmed action: Have everyone hold hands in a circle, including yourself. Then, attempt for 2 minutes to flip 2000 coins, or otherwise a number of coins that you choose. When you are done, you may split and distribute the healing as you see fit, as long as all parties involved agree to it. Additionally, the Lay On Hands counterpart can be used on bonded allies regardless of distance. Only your meridian can be in this state, including yourself, and they cannot spend as part of this effect if they are under their own spell.				

Requiem (lesser)			Major action: You empower your affinity gain a postcognitive sixth sense by which you can glean details of the past.. For the next hour, your ability to Discern and Scrutinize also extends to telling significant memories and past events from a given object or locale, as determined by the SM. Any rules of thumb also follow that of the base Augur affinity.
Requiem (lesser)	Pd12+PCM	2d12+3	Major action: Make a ranged attack against a target's Will resistance. [Base damage: Pd12+PCM]
Requiem (greater)	2Pd8+PCM	4d8+3	Major action: Make a ranged attack against a target's Will resistance. If this attack fails to break resistance, it deals half damage but no additional effects. Either way, all other targets within 20 feet then take half the damage done. [Base damage: 2Pd8+PCM]
Eulogies (at-will)	2	2	Minor action: Command your Ravening Spirits to each make a ranged weapon attack (range: 15 ft.) against a target in range, targeting Reflex resistance. [Base damage: P]
Eulogies (lesser)			Major action: Summon a Ravening Spirit minion. These spirits are Medium-sized flying creatures with 2 nd Level hit points and AC/resistances of 18+P. They have a range of 15 feet, has your base speed, use 2P for any skill checks, and move during your turn as you will them, but only attack when ordered as a minor action as below. They last for 24 hours or until dismissed as a free action, but go intangible and inactive if outside your range. You can only have three Ravening Spirits at one time.
Eulogies (lesser)	Pd3+PCM	2d3+3	Major and minor actions: Empower your ravening spirits, commanding them to immediately move and attack as described above, but they use the listed damage for this attack, and make them with advantage. [Base damage: Pd3+PCM]
Eulogies (greater)	Pd6+PCM	2d6+3	Major action: Summon an Avenging Spirit minion. It is a Large-sized flying creature with 10 th Level hit points and AC/resistances of 12+P. It has a range of 5 feet, has your base speed plus 10, and uses 2P for any skill checks. It moves and acts as you will it, without an action cost. It lasts for 1 minute. You can only have one Avenging Spirit at a time. It acts during your turn. Its attack is a melee attack against a target's Reflex resistance, with the listed damage. It can choose to grapple instead of attacking when it acts, using your psionic casting skill instead of Athletics. [Base damage: Pd6+PCM]
Covenant (greater)			Full-round action: Summon an enigmatic spirit to reside in you for 1 minute. You gain Regen (P) and +PCM damage to any Whispers subpower/minion damage for the duration.
"I'm putting your name in my little black necronomicon."			
Hands: Two, Range: 50 feet.			
Notes: Talk with your SM beforehand to figure out how prevalent ghosts may be in their session, if they exist at all. While ghosts are canon, it's good to communicate effectively with your SM from the get-go.			

Spear	SpeakKin	Tier	0	Stat	DEX	Hit	+2 to hit
Type	Melee Versatile Finesse Weapon		Ammo/Charges	0/0		Bonuses to hit:	0
Name	Dice	Dmg	Description				
Thrust	Qd6+DEX	1d6	Major action: Make a melee attack against a single target within range. [Base damage: Qd6+DEX, basic]				
Gripping Strike			Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round. [Base damage: Qd4+DEX]				
Twist			Minor action: Automatically deal damage to a target within range you landed a lunge attack on, on the same turn. [Base damage: Qd3]				
Cutting Strike			Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target. [Base damage: Qd3+DEX]				
Range: 10 feet							
Notes: SpearKind abilitechs have the Lunge property. When you land lunge abilitechs with this specibus equipped, they also inflict Doom (Q).							

Vitalistic Circle (at-will)			Reaction: As a reaction to healing being distributed, choose a Sympathetic Bondmate to heal for an additional P hit points. This bonus amount cannot be distributed.
Wandering Circle (lesser)			Major action: Place the circle with resistance for 1 minute, all Sympathetic Bondmates have Augur (P). This effect does not stack. Major action: Place the circle with resistance for 1 minute, all Sympathetic Bondmates have Augur (P). This effect does not stack. For the next 1 minute, whenever a Sympathetic Bondmate takes damage, you can subtract some or all of the damage to the amount. If there is any left at the end of the minute, it accrues healing to be applied during additional minutes (Base damage: P+PCM)
Megavitamins (at-will)			Major action: You expand your affinity into the field of edibles. For the next hour, your ability to Discern and Scrutinize extends to edible objects; you might tell the nutritional content, artificial ingredients, and any poisons in a meal.
Megavitamins (at-will)			Major action: Consume a simple use-alcohol reaction into a willing creature, choosing a resistance of choice. Whenever the creature is hit by an attack that causes that resistance to drop, they must succeed by some means or they succumb to the poison. The reaction only lasts 1 hour, and only one can be used at a time. Major action: You administer a medicinal cocktail to an ally. The cocktail's resistance is equal to your own, and it is a second resistance to be applied to the P.
Megavitamins (lesser)			Major action: You administer a questionable cocktail to yourself or an ally. For the next 1 minute, you can activate the cocktail as a reaction to the recipient taking a damaging attack. The damage is increased by the listed damage; and the attack heals for half the listed damage. [Base damage: Pd4+PCM]
Detoxify (at-will)			Major action: Remove the target's poison. The next time the creature is hit by an attack that targets AC, they gain +4 to AC for that attack. The reaction only lasts 1 hour, and only one can be used at a time.
Detoxify (lesser)			Major action: You create a shield for 1 minute; a 30-ft. radius sphere, centered on yourself. All creatures of your choice gain +4 to AC while within this sphere. You must expend a minor action in subsequent rounds to maintain this effect, or it ends.
Detoxify (greater)			Major and minor action: You focus your mind for 1 minute, creating a 30-ft. radius sphere as a shield, centered on yourself. Creatures of your choice gain +4 to AC and +2 to AC while within this sphere. All of creatures of your choice that is trapped and is affected leaves when within this sphere. You must expend a minor action in subsequent rounds to maintain this shield, or the shield dissolves; your base does not, however. Major action: Dissolved the shield for the remaining duration of your focus; this does not cost a slot.
Bloodletting (at-will)			Major action: Make a melee attack against a target's Fortitude resistance. If you break resistance, the target is Ruptured (P, 2 rounds) and Setback (1) - Rupture and Setback from Bloodletting stacks twice. [Base damage: Pd2]
Rebounding (lesser)			When within range landing an attack, you also inflict DoT (P, 2).
"I've got the cure for all that ails ya."			
Hands: Versatile, Range: Melee.			
Notes: If a target is unwilling to receive healing from any Radionics subpower, you must make an attack roll against their Fortitude resistance. Any healing received from Radionics cannot critically hit, damage from Radionics can. If you break resistance, the subpower works as described. Additionally, the healing done by Radionics subpower counts as an landing an attack (but cannot benefit from anything that specifies an attack roll), and the healing done counts as damage, for the purposes of interaction with Pillars and Paths, etc. For example, damage dice size increases and Assail would both increase the healing done.			
Die size increase due to two hands			

Empathy	Empathic	Tier	0	Stat	WIS	Hit	+5 to hit
Type	Psionic Power		Ammo/Charges	0/0		Bonuses to hit:	0
Name	Dice	Dmg	Description				
Empathy, ability (affinity)			You gain a psionic ability to read the minds of others, as well as telepathy within range. You can telepathically speak with other creatures within range as if you were speaking to them in person. You can also read the surface thoughts of others as a channeled action as if you were reading a book; this does not need a check, though the SM may require a lengthy channel time, a check, and/or a lesser slot, at their discretion.				
Empathy, rules (affinity)			As a rule of thumb, plumbing the depths of someone's mind or something lengthy might require 30 minutes, trying to invade a mind actively resisting you or avoiding psionic mind blocks might require a check with consequences like shutdown or injury on failure, and linking several minds into a telepathic chat room or something similarly unconventional might require a lesser slot.				
Empathy, heartsense (affinity)			You can spend a lesser slot to heighten your sensitivity, allowing you to know and track the locations and moods of emotion-capable creatures within range for 30 minutes. At the SM's discretion, you might also spend a lesser slot to automatically pass some check where this affinity came into play, or otherwise supercharge your affinity to attempt something extraordinary not covered in this writing.				
Empathy, empathic bond (affinity)			You can also channel for 1 minute with a person within range to form an Empathic Bond with them, a telepathic bond that allows the two of you to telepathically converse regardless of distance, perceive through each others' senses, and tag the other person as an Empathic Bond, who also benefits from several EMC subpowers. This bond lasts for 24 hours or until you sever it as a free action.				
"How does that make you feel?"							
Hands: Two, Range: 120 feet.							
Notes: Empathic Mind Control may have situations with uncertain resolutions that are not provided for in the subpower. In this case, use a DC equal to your total psionic skill bonus plus 15, or your psionic attack bonus plus 15, whichever is higher, if a DC ever needs to be provided for you.							

Pillar, Racial, and Milestones	
<p>Racial Sanguine: Empathetic</p> <p>You know Empathic Mind Control's Affinity, Empathy. Additionally, Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity, but you use Wisdom/Sanity as your psionic casting stat/skill for this.</p>	
Rapidity, lvl 1, Strategist	Once per round, when you Aim, Avert, Assail, or make a skill check in a strife as part of an action or ability, you have +1d3 to your crit range for 1 round. Additionally, once per round, you can Discern as a free action. If you already know at least one hidden feature about your target, you have advantage on this check.
Countermeasure, 2 Steps, Strategist	Once per strife, as a reaction to an attack made from or against a target within 30 feet of you, make a skill check, of your choice. If the skill check beats the attack, the attack does half damage and deals no additional effects, as long as you can justify why the skill you rolled might work in this way.
	Pick this when you have four Steps of your pillar!
	Pick this when you have six Steps of your pillar!

Specializations	
Path to Power	<p>Pick a psionic power. You immediately learn one subpower in this power. You then learn subpowers in this power as though you were a psion. (8)</p> <p>Pick this at level 11!</p> <p>Pick this at level 17!</p> <p>Pick this at level 19!</p>

Blank space for notes.

Grist and Boondollars		
T0	Build Grist	20
T1		0
T2		0
T3		0
T4		0
T5		0
	Boondollars	0
	(extra space)	0
	(extra space)	0
	(extra space)	0

Pillar and Steps	
Strategist	<p>You are a Strategist! Your bread and butter is preparation and trickery, because you abhor the idea of a fair fight.</p> <p>Keystone Path: when taken, you cannot enter any other Keystone Paths.</p> <p>Path of Harmony uses a resource called Balance Points (BP). You have a maximum of 5 BP when you enter this Path. You gain 1 BP whenever you land an attack roll or skill check, up to 2 BP per round. You lose all BP after 1 minute out of a strife. Additionally, whenever you add stat modifiers to a damage roll, you add your Wisdom modifier as well.</p> <p>Your damaging attacks inflict Doom (P). You can add Doom's value an additional time if you spent 5 BP as part of the attack. Whenever you inflict Doom or attack/grapple a Doomed or grappled target, you may Assail and gain an additional BP from it. You cannot gain more than 2 BP per round.</p> <p>Whenever your minions add a stat mod to damage not in their base profile (such as Assail), they have +P to each such damage bonus. When they benefit from Doom, they can add its value an additional time.</p> <p>Select a psionic subpower. If you don't know it, you learn it. If you know it, the at-will and lesser versions have +1 die size. Either way, you may use Wisdom when casting it. You may spend 5 BP to cast the subpower as if you expended (and counts as) a lesser slot.</p> <p>Your minions have an extra 2nd Level maximum hit points. If the ability, subpower, etc that gives you a minion only gives you one, raise this to 5th Level for that minion. Once per round, when a minion lands a damaging hit or you use a minion to this effect, you also Assail.</p> <p>Once per attack, when your minion lands a damaging attack, it may spend P hit points to gain +1 die size to damage. Alternately, do this with your minion when dealing damage through a control specibus. If you have a block radius, willing non-minion allies within it may voluntarily spend P HP for this as well.</p>
Enlightenment, Harmony, Strategist	
Mantrika Mahakala, Harmony, Strategist	
Elemental Greenwraith, Broodmother, Slayer/Strategist	
Mental Discipline, Harmony, Strategist	
War Bond, Host, Slayer/Strategist	
Blessed be the Witness, Shepherd, Strategist/Sentinel	

Decors and Demeanor	
Passion	<p>P times per long rest, your next non-strife skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as you approach the gambit with Confrontation, Power, Emotion, or Sacrifice.</p>
Vision: Augur	<p>You're used to sizing up supernatural influences at play. How a ghost died by the influence it holds on the waking world, the training a psion has by the structure of their psionic wards, if that uneasy feeling in your gut is really just last night's dinner or something more malignant. When searching for such things, you add one stakes die.</p>
Panoply: Arcana	<p>You have experience with the supernatural. If you suffer any flaws dice when consorting with psionic or other supernatural forces, remove one flaws die (min 0). If you find that the supernatural pushes back against you or an enemy attempts to influence it against you, inflict one flaws die on your opponent.</p> <p>Pick this at level 7!</p> <p>Pick this at level 9!</p> <p>Pick this at level 13!</p> <p>Pick this at level 15!</p>

This is the blackboard, use it to write down any notes you have!

Sylladex (Divining Modus)				
What kind of captchalogue deck do you have?	Default	Phone Mug	Teapot Tarot deck	Loose leaf tea Ouija board
You can captchalogue items of your size or smaller, and they deal 1d4 damage when ejected.				
What's your fetch modus? What skill does it take to use it?				
Divining	Insight			
Great! You use this skill when making attacks with your sylladex.				

Backstory (what's their story?)

When Varros was a young troll, an aggressive purpleblood came to his hive and attempted to cull him. He was frozen in fear, not knowing what to do - after all, how could a measly bronzeblood stand against a powerful highblood - until his lusus ran in and attacked the other troll, giving Varros time to run away. Despite the guilt he felt, he simply ran away, leaving his lusus to fight alone, even though he knew it would be a death sentence. He could only build up the courage to return after almost a week away from his hive, and when he returned, he found the body of his lusus torn apart, with hardly a drop of purple blood anywhere. He was struck with grief and broke down, despairing at the death of his lusus and how cowardly he was to just run away. He stayed in this sort of grief-fuelled fugue state for days until eventually he swore that he saw the shape of his lusus' body out of the corner of his eye.

At first Varros assumed that this was just another sign of the grief he felt, and that he was now experiencing hallucinations, but eventually he began to see more and more of his lusus, though it was never quite as... opaque as it should have been. The thing that made him finally realise that he was actually seeing the ghost of his lusus, still there and trying to comfort him even after he left it to die, was when he began to see other ghosts as well. Eventually, he realised that he had a psionic affinity for seeing and empowering the dead in addition to his ability to heal and connect to others.

Since then, he's been training his psionic powers in an attempt to become strong enough such that if another situation arises like the one all those years ago he'll be strong enough to be the one protecting others, just like his lusus did for him.

Personality (what are they like?)

Varros almost always appears happy and energetic, especially when in front of others. A lot of the time these feelings are genuine, but even when he's feeling some other way he feels the need to mask his true emotions lest people think of him as being weak and then feel the need to protect him or see him as cowardly. He finds it almost impossible to open up to others, even those he trusts very deeply, as he fears that something he would say could be seen as a weakness. Despite being unable to properly handle his own emotions, he is very kind and willing to help others - sometimes he can be very overbearing when attempting to help people.

Seeing the ghost of his lusus, still willing to stay despite him abandoning it, fills Varros with a deep sense of regret and shame and he sometimes thinks he should have stayed behind to fight alongside it (even though he would have died if he had). His beliefs around protecting people are somewhat contradictory: he believes that his life is worth less than those he aims to protect and that he should die in their place, yet also believes that he is the only one capable of protecting them and that they can't be trusted to protect themselves, seeing himself as both lesser than yet more capable than them.

Guardian (who raised them?)

His lusus, a giant snow leopard, is intensely protective of him and was willing to lose its life for him. Even after death, it still raised him and continues to protect him to this day (even though it wouldn't be able to stop any physical threats without Varros channelling psionic energy into it). However, with time and with Varros maturing and proving that he can look after himself, its spirit has started to fade leaving Varros worried for the day when it finally disappears and leaves him alone.

Hobbies (what do they like to do?)

- He enjoys half-seriously using a variety of methods to tell the future or commune with the dead (even though he can do the latter by himself, he still find it interesting to see if any actually work) - for example, he sometimes plays with a ouija board he owns, and even though he still doesn't know most of the meanings of the cards he will do tarot readings. He's also attempted to do tea leaf reading before, but ended up just enjoying the tea and forgetting to actually do the fortune-telling part.
- He enjoys playing horror games/watching horror movies - particularly ones with ghosts in them. A lot of the time he ends up laughing at the ways ghosts are portrayed so inaccurately.

Quirk (how do they type?)

EA: {the qvick brown fox jumped over the lazy dog.}
- Surrounds his sentences with { }
- Replaces u with v
- Doesn't capitalise (except for proper nouns) but does use punctuation

Roleplay Scribble (what do they RP like?)

Looks (what do they look like?)	[theme 1?]
Varros is short, standing at around 160cm, with a messy bird's nest of curled hair on his head (sometimes literally when Aquilo decides to sit between his horns!). He dresses in simple but warm clothing, ensuring that none of it restricts his movements. Both the necklace and the singular small earring he wears are made with bone from his lusus which he carved himself.	
SM Notes (is there anything you want the SM to know?)	[theme 2?]
No particular lines/veils! BST time zone.	
(bonus section, use as you wish!)	[theme 3?]
<p>If you want to further flesh out your character or add more notes, here's some ideas for bonus sections:</p> <p>Knives (something about your character that might be turned against them, or used to raise the stakes.) - He is overly self-sacrificing and very willing to put himself in harm's way.</p> <p>Spoons (little trivia about them that didn't fit anywhere else.) - Aquilo is a raven that Varros found wounded and so nursed him back to health with the aid of his radionics. When Aquilo was better Varros attempted to release him, but he kept returning every time so eventually he gave up and let him stay.</p> <p>Fears - Since seeing people after their death is a regular thing for Varros he acts as though he is at peace with his own mortality - in reality, the idea of becoming like the ghosts he sees and drifting aimlessly terrifies him. - Having witnessed the aftermath of their rage he's terrified of angering a highblood. - Someone he cares about being hurt either to protect Varros or because of his actions is his biggest fear.</p> <p>Secret - Upon returning to his hive and discovering the body of his lusus, he realised that it had taken a long amount of time to die after the troll had left - enough that if he had returned earlier, then perhaps he would have been able to save its life. This is truly why he blames his cowardice for causing the death of his lusus - it wasn't just because he ran, but because he was so scared to return that it had to slowly die, all cold and alone. He's not entirely sure, but thinks it must have fallen unconscious far before it died - otherwise if it knew how long it took and that Varros could have saved it why would it stay? How could anyone ever care about him that much when he can hardly care about himself?</p>	
(bonus section, use as you wish!)	
	Limbus Company - Audite Pauper
(bonus section, use as you wish!)	
	Limbus Company - Vovete Miserias

This is your echeladder! Here, you give each rung whatever name you feel appropriate, and each level tells you what you gain at that level.

Level	Rung Name	Benefits
1	One Foot in the Grave	See character creation!
2		1 Step, 2 stat points, 3 skill points
3	[note that you don't]	1 Decor, 1 Stage
4	[need to fill every]	1 Step
5	[rung out]	Lvl 5 Specialization, 2 stat points, 3 skill points
6	[before you start]	1 Step
7	[just fill level 1]	1 Decor
8	[and do the rest]	1 Step, 2 stat points, 3 skill points
9	[as you go along]	1 Decor, 1 Stage
10		1 Step
11		Lvl 11 Specialization, 2 stat points, 3 skill points
12		1 Step
13		1 Decor
14		1 Step, 2 stat points, 3 skill points
15		1 Decor, 1 Stage
16		1 Step
17		Level 17 Specialization, 2 stat points, 3 skill points
18		1 Step
19		Any one Specialization
20		2 Steps, 2 stat points, 3 skill points

Skill Points (You start with 6 skill points at level 1)	Expertise? [10]	Max [11]
Athletics	<input type="checkbox"/>	2
Endurance	<input type="checkbox"/>	2
Acrobatics	<input type="checkbox"/>	2
Sleight of Hand	<input type="checkbox"/>	2
Stealth	<input type="checkbox"/>	2
Engineering	<input type="checkbox"/>	2
Investigation	<input type="checkbox"/>	2
Occult	<input type="checkbox"/>	2
Animal Handling	1 <input type="checkbox"/>	3
Insight	1 <input type="checkbox"/>	3
Medicine	1 <input type="checkbox"/>	3
Perception	<input type="checkbox"/>	3
Sanity	2 <input type="checkbox"/>	3
Survival	<input type="checkbox"/>	3
Deception	1 <input type="checkbox"/>	2
Intimidation	<input type="checkbox"/>	2
Performance	<input type="checkbox"/>	2
Persuasion	<input type="checkbox"/>	2
Total Skill Points	6	

What is the source of your psionics? **Wisdom**

Characters start with a standard 15-14-13-12-10-8 array. Pick one number per initial stat. Put your racial bonuses under racial, and anything else in bonus.

Ability Stats					
Stat	Initial	Racial	Bonus	Total	Mod
STR	8			8	-1
CON	12			12	+1
DEX	10			10	+0
INT	14			14	+2
WIS	15	1		16	+3
CHA	13	1		14	+2
Hit Die			d6		
Caste			Low		

What's your race? **Bronze**

Has +1 WIS, +1 to a stat of choice. Racial are either Sanguine or Lowblood.

And your racial ability? **Sanguine: Empathetic**

You know Empathic Mind Control's Affinity, Empathy. Additionally, Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity, but you use Wisdom/Sanity as your psionic casting stat/skill for this.

Stat Increases			What resistance are you proficient in? At character creation, pick one. [12]	
Level	Stat 1	Stat 2		
2	Wis	Wis	Fortitude	<input checked="" type="checkbox"/>
5	Wis	Wis	Reflex	<input type="checkbox"/>
8			Will	<input type="checkbox"/>
11			What stats does your wardrobe use?	
14			Stat One	Wis
17			Stat Two	Cha
20				

Stages (you get them every second Decor)

Pick this at level 3!

Pick this at level 9!

Pick this at level 15!

Initiative **Base Speed**

Every time you level up, take your HD's average and add it under the roll column.

HP	Roll	Total
Level	d6	10
1	6 [9]	17
2		---
3		---
4		---
5		---
6		---
7		---
8		---
9		---
10		---
11		---
12		---
13		---
14		---
15		---
16		---
17		---
18		---
19		---
20		---

Psionics?

Psion

You have both greater and lesser slots and you have Psi Vulnerability. You fully know one psi power, you know one subpower of a second psi power, you can learn one unknown subpower per psionic power you know whenever you gain a Step, but you have -1 die size to all abilitchs and cannot learn any special abilitchs.

How psionically sensitive are you?

Will resistance has a -4 malus.

Psionic Slots		
Slots	Bonus	Total
Lesser	0	2
Greater	0	2

What colors do you want? [13]

Text

Titles **#1**

Strong is the stable, wizened mind; your psionic skill is Sanity.

Bonus	+0	Bonus	+0
Total	+0	Total	30

Blackboard

:)

Anything... special about you?	Companion
--------------------------------	-----------

You begin play with a small friend! What's its name?
>Your companion is a Tiny creature that shares your speed, your defenses plus six, and half your hit points. When reduced to 0 hit points, they are knocked out and return fully healed after a short rest.
>It moves during your turn, and can take one action of its own during your turn: Either make an attack (using your stats, melee 5 ft. or ranged 30 ft. of choice) against AC for Pd1+1 damage, or use the Aim, Avert, or Assail actions but it cannot use them on itself.

Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	3cb852 [14]
Bar Remaining	16e711 [15]

Blackboard

Aquilo's stats:

AC: 18
Fortitude: 16
Reflex: 18
Will: 19

[1] Dream Moon, Classpect, and Land sections should remain empty for the time being. You'll learn these as the session unfolds!

[2] Long Rest

[3] Long Rest

[4] Long Rest/per hit die at Short Rest

[5] Long Rest

[6] Short Rest

[7] This column doesn't change with the type of specibus or power, you'll have to change this on your own. The base damage dice of an abilitech or subpower will be listed in the Description column at the bottom, much like you can see with Swordkind here.

[8] Assist

[9] For your first level, you take the maximum than the average!

[10] If you pick Expertise as a Stage (gained at levels 3, 9, and 15), you can check off one skill and gain a bonus to it!

[11] The number of skill points you can have in a skill is capped by the higher of either your Proficiency or your stat.

[12] Being proficient in a resistance lets you add your Proficiency bonus to it.

[13] Go to Format at the top of the menu, then click Theme. This will bring up the Themes menu, where you can customize the colors and font of your character sheet.

You may need to refresh the sheet for any changes to the text color to work.

[14] There's one bar color not affected by this, and this is the temporary HP color for your HP bar in the Character tab. This one is blue.

If you want to change this, you should go to the K10 cell in your Character tab. Somewhere in that cell you'll see 3944BC in there. That's the hex code for blue. Replace that code with the hex code of your choosing.

Make sure to leave the quotation marks around the hex code intact! Replace only those six letters/numbers.

[15] If you've read this far, you probably want to go all in on the color customization. The color for your percent HP and skill totals on your Character tab can't be changed through these colors either.

If you want to change those, select the cell in question, then go to Format at the top of the menu, then Conditional Formatting near the bottom of the list.

Click on the color scaling, and you'll be able to change the three colors that make up the gradient to whatever colors you want.

[16] Every time you level up, you gain boondollars to spend on a variety of things in the Medium. Feel free to spend it, you can always get more.

The numbers are NOT cumulative; what you see per level is what you get.

[17] Well, what's its name?

[18] If it has a range, or ammo, or some special notes about it, put that here.

[19] Is it a psionic power, or some strife specibus?

[20] Each abilitch or subpower, its name goes here.

[21] Describe each abilitech or subpower here. Follow the same format, for which you can look up to the right, instead of going back and forth between tabs.

[22] If you have custom steps you want to use, you can put those in here!

[23] Each abilitch or subpower, its name goes here.

[24] Describe each abilitech or subpower here. Follow the same format, for which you can look up to the right, instead of going back and forth between tabs.