Level: 4			I Nighters				ieo Dum			Solcag/R					Wardrobifier	
250 XP	IN	ext level	at 390 XF	P			le Limebl		Land	Outlaw of Masks	and Obelisks			Hand Follow the Wind	Wardrobe MAD DOGS	Hand Follow the Wind
							shadowlie		Po^	[LoM	laO] : the scoop?!	-			MACHINATIONS Accessory	Accessory
Skill	Stat	Bonus	Total		l	3	Shadowile	-1	Ke	uy to get	the scoop !!]		Accessory Outlaws Mask	Computooth	Green Bandana
Athletics	Str	+0	+0		Aegis	HP lost		н	lit Point	s	HD left	HD max				
Endurance	Con	+0	+1		0	4		3	30 / 34	Ŀ	3	<u>max</u> 4		Follow the	Wind Tier 1 da	artgunKind
Acrobatics	Dex	+0	+3		Tempor				88%			ie Roll			osting cone of pow of damage and att	
Sleight of Hand Stealth	Dex Dex	+0 +1 [2]	+4 +10		(0					1d	8+1			owder that explod k to dartgunKind,	
Engineering	Int	+0	+2		Lesse	r slots	0				Greater slots	0			ulls in anything sn a specific point. Do	
Investigation	Int	+0	+4		Spe	<u>eed</u>	30 ft.	Passi	ive Perce	ption	Proficiency	+2		Etzieo's darts	modified with the keyblade! can actually defe	e power of the
Occult	Int	+0	+2		Initia	ative	+3		16					Follow the	enemies! Wind Tier 1 da	artgunKind
Animal Handling	Wis	+0	+3											ammunition co	osting cone of pow of damage and att	der that does
Insight	Wis	+0	+5			ility Sco		Armor	Class	14	Status Deb			foes with a po	owder that explod	es on ignition.
Medicine Perception	Wis Wis	+0 +0	+3		Stre	ingth itution	8 (-1) 12 (1)			+0	Rupture Sunder	0		projectile that p	k to dartgunKind, ulls in anything sn	haller than huge
		10			Const	leacion	12 (1)			12	Sunder	Ū			a specific point. Do modified with the	
Sanity	Wis	+0	+3		Dext	terity	16 (3)	Forti	tude	+0	Fade	0		Now Etzieo (keyblade! can actually defe enemies!	at heartless
Survival	Wis	+0	+3		Intelli		14 (2)	Ref	lex	15	Cripple	0			ACHINATIONS thieves tools on o	
Deception Intimidation	Cha Cha	+0 +0	+2 +0		Wise Char	dom risma	16 (3) 10 (0)			+0	Setback Max HP Redux	0		as hide them	(giving advantage	on checks to
Performance	Cha	+0	+0		Chur		10 (0)	w	ill	+0		U		and take P dama	in addition, you m age to gain +T on	all STR, DEX, or
Persuasion	Cha	+0	+1		Hit B	lonus	+0	<u>Crit R</u>	Range	20	Defense Bonus	+0		CON based or ST	R, DEX, or CON ba 6 rounds.	ased skill rolls for
															ainst fashion con jima esc jacket o	
					B	Resource	s							Outlaws Mask	<u>Computooth</u>	<u>Green Bandana</u>
Erudition	1	Easily A	Accessibe	Darts	Expel	Sand Ch	narges	Sand	l Fan Cha	arges	Countermea	isure		other environmental		
2 2			6 6			2 2			6 6		1 1			hazards, it will also give you a	Hands free computing, a	QUICK!
<u>Current</u> <u>Maximum</u>	2 2	<u>Curr</u> <u>Maxir</u>		6 6	<u>Curi</u> <u>Maxii</u>		2 2	<u>Curr</u> <u>Maxir</u>		6 6	<u>Current</u> <u>Maximum</u>	1 1 [3]		stakes die on disguise checks to convince	classic	Quick.
Follow the Wind	Follow th	Tier	1	<u>Stat</u>	DEX	Hit	+5 t	o hit			Outlaw of Sand Fraymotifs	Fraymotif	<u>Tier</u>	0 <u>Stat</u>	DEX <u>Hit</u>	+5 to hit
	d Two-Ha oad Wea		Ammo/Cl	harges	0/0	Bonuse	s to hit:	0			Type Fr	aymotifKi	nd	Ammo/Charges	0/0 Bonuse	s to hit: 0
Name	Dice	Dmg			Descr	intion					Name	Dice	Dmg		Description	
Shell	[4]													Minor Action: Crea		, targeting Reflex,
- Onen	Od10+DEX	2d10+3	Major action	: Make a	ranged atta	ack against	a single tan	get within			Expel Sand			Anyone hit b	y the attack is Blinded	for P rounds.
	Qd10+DEX	2d10+3	range. D	ecrease r	ounds by 1.	. [Base Dan	nage: Qd10	+DEX]			Expel Sand				the attack is Blinded	for P rounds.
Eruption	Qd10+DEX Qd6+DEX	2d10+3 2d6+3	Major acti range. For e	ocrease n ion: Make each targe rounds b	a ranged at et, if you mi y 3. [Base [. [Base Dan ttack again: iss, deal ha Damage: Q	mage: Qd10 st all target: alf damage. d6+DEX]	+DEX] s within Decrease			Expel Sand				y the attack is Blinded	for P rounds.
Eruption			Major acti range. For o Major acti range, tar break resi	on: Make each targe rounds b ion: Make rgeting Fo istance, th	a ranged at et, if you mi y 3. [Base I a ranged at rtitude resis hey are Daz	. [Base Dan ttack again: iss, deal ha Damage: Q ttack again: stance. For red and Dea	st all target	+ DEX] s within Decrease s within t, if you round.			Expel Sand				y the attack is Blinded	for P rounds.
	Qd6+DEX	2d6+3	range. D Major acti range. For o Major acti range, tar break resi Decr Major action range, igno	on: Make each targe rounds b on: Make rgeting Fo istance, th rease rour : Make a ring disad	ounds by 1. a ranged at et, if you mi y 3. [Base I a ranged at rtitude resis ney are Daz nds by 1. [B ranged atta Vantage for for 2 rounds	. [Base Dan ttack again: iss, deal ha Damage: Q ttack again: stance. For zed and Dea Base Damag ack against r firing at lo s. Decrease	nage: Qd10 st all target: ilf damage. d6+DEX] st all target: each target afened for 1	+ DEX] s within Decrease s within t, if you round. X] get within if you hit,			Expel Sand				y the attack is Blinded	for P rounds.
Mawp	Qd6+DEX Qd3+DEX	2d6+3 2d3+3	range, D Major acti range, For o Major actin range, tar break resi Deco Major action range, igno the target Major action 5 feet. T abilitech also	on: Make each targe rounds b' ion: Make rgeting Fo istance, th rease rour I: Make a is Dazed f I: Make a he target o counts a	ounds by 1. a ranged at tet, if you mi y 3. [Base I a ranged at rtitude resis ney are Daz ney are Daz nds by 1. [B ranged atta lvantage for ranged atta must be Ex s a melee a	. [Base Dan ttack again: iss, deal ha Damage: Q ttack agains stance. For red and Dea Base Damag ack against r firing at lic s. Decrease Qd4+DEX] ack against kposed, Pro attack for tt	mage: Qd10 st all target: lif damage. ld6+DEX] st all target: each target each target a single tar- ong range. I e rounds by a single tar- ne, or Stuck he purposes	H+DEX] s within Decrease s within t, if you rround. EX] get within k. This s of Prone.			Expel Sand				y the attack is Blinded	for P rounds.
Mawp Slug Shot	Qd6+DEX Qd3+DEX Qd4+DEX	2d6+3 2d3+3 2d4+3	range. D Major acti range. For o Major acti range, tar break resi Decri Major action 5 feet. T abilitech also Decri	becrease n ion: Make each targe rounds b ion: Make rgeting Fo istance, th rease rour n: Make a rring disad is Dazed f n: Make a he target o counts a ease rour n: Increas	a ranged at et, if you mi y 3. [Base I: a ranged at tritude resis hey are Daz ds by 1. [B ranged atta 'vantage for Damage: C ranged atta must be Ex as a melee a d ds by 1. [Bi e rounds b)	. [Base Dan ttack again: iss, deal ha Damage: Q ttack agains stance. For red and Dea ase Damag ack against r fring at Le s. Decreases Qd4+DEX] ck against ck against ck against posed, Pro attack for tl ase Damag y 1. May be	mage: Qd10 st all target: ilf damage. id6+DEX] st all target: each target each target each target as single tar ong range. I e rounds by a single tar ne, or Stuck he purposes e: 2Qd6+DI d one as a 1	H DEX] s within Decrease s within t, if you round. EX] get within if you hit, 2. [Base get within k. This s of Prone. EX]			Expel Sand				y the attack is Blinded	for P rounds.
Mawp Slug Shot Point Blank Reload	Qd6+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX	2d6+3 2d3+3 2d4+3	range. D Major acti range, For of Major actin range, gan break resis Decor Major action range, gino the target Major action S feet. T abilitech also Decor Minor action Major action	ecrease n ion: Make each targe rounds b ion: Make rgeting Fo istance, th rease roun i: Make a ring disad is Dazed f i: Make a he target o counts a ease roun i: Increas action: Make a is counts a is	a ranged at a ranged at tet, if you ming y 3. [Base Is ritude resis- net are Daze model at tritude resis- net are Daze model at tritude resis- net are Daze model at tritude resis- net are Daze tritude resis- net are Daze tritude resis- tritude resis-	. [Base Dan ttack again iss, deal ha Damage: Q ttack again stance. For stance. For eved and Dee Base Damag sck against r fring at le s. Decrease Qd+DEX] ack against tackog Aro ttack for ttack for ttack again statack for ttack posed, Pro attack posed, Pro attack for ttack posed, Pro attack posed, Pro attack posed, Pro attack posed, Pro attack posed, Pro att	mage: Qd10 st all target: If damage. (d6+DEX) d6+DEX) d6+DEX) d6+DEX) d6+DEX) d6+DEX) each target afened for 1 ge: Qd3+DE a single tar- ne, or Stuck- he purposes e: Qd6+DE e: Qd6+DEX) d6+DEX a single tar- ne, or Stuck- he purposes e: Qd6+DEX d6+DEX a single tar- ne, or Stuck- he purposes e: Qd6+DEX d6+DEX	H+DEX] s within Decrease s within t, if you X] get within f you hit, 2. [Base get within k. This s of Prone. EX] full-round in a []ft			Expel Sand				y the attack is Blinded	for P rounds.
Mawp Slug Shot Point Blank	Qd6+DEX Qd3+DEX Qd4+DEX	2d6+3 2d3+3 2d4+3 4d6+3	range. D Major acti range, For of Major actin range, gan break resis Decor Major action range, gino the target Major action S feet. T abilitech also Decor Minor action Major action	ecrease n ion: Make each targe rounds b ion: Make rgeting Fo istance, th rease roun i: Make a ring disad is Dazed f i: Make a	a ranged at a ranged at tet, if you ming y 3. [Base Is ritude resis- net are Daze model at tritude resis- net are Daze model at tritude resis- net are Daze model at tritude resis- net are Daze tritude resis- net are Daze tritude resis- tritude resis-	. [Base Dan ttack again iss, deal ha Damage: Q ttack again stance. For stance. For eved and Dee Base Damag sck against r fring at le s. Decrease Qd+DEX] ack against tackog Aro ttack for ttack for ttack again statack for ttack posed, Pro attack posed, Pro attack for ttack posed, Pro attack posed, Pro attack posed, Pro attack posed, Pro attack posed, Pro att	mage: Qd10 st all target: If damage. Idd+DEX] st all target each target afened for 1 a single tar- nong range. I a single tar- nong range. I a single tar- ne, or Stuck- he purposes e: 2Qd+DD edf+DE	H+DEX] s within Decrease s within t, if you X] get within f you hit, 2. [Base get within k. This s of Prone. EX] full-round in a []ft			Expel Sand				y the attack is Blinded	for P rounds.
Mawp Slug Shot Point Blank Reload Blackpowder	Qd6+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX Qd4+DEX	2d6+3 2d3+3 2d4+3 4d6+3 2d4+3	range. D Major acti range. For « Major acti range, for break resi Decr Major action 5 feet. T abilitech also Minor actior Major action cone Range: 15, Round	Accrease n ion: Make each targe rounds b ion: Make rgeting Fo istance, th rease roum is Dazed f is	a ranged at t, f you mi y 3. [Base [a ranged at tritude resis tritude resis	. [Base Dan ttack again: iss, deal ha Damage: Q ttack again: stance. For ted and Dee: abase Damag ack against r firing at L ack against optote dan dee: abase Damag Qd+DEX] ck against optote for ti ase Damag y 1. May be restore rour tack agains Base Damag	mage: Qd10 st all target: if damage. idd+DEX] st all target: each target afened for 1 ge: Qd3+DE a single tar- nog range. 1 rounds by a single tar- ne, or Stuck- he purposes e: 2Qd5+DI domaga 1 domaga 1 t all targets ge: Qd4+DE	+DEX] s within Decrease s within t, if you round. S get within f you hit, 2. [Base get within f you hit, 2. [Base get within f you hit, 5 of Prone. EX]				pect abilitie	es that Etz		y the attack is Blinded able P times per short	for P rounds. rest.
Mawp Slug Shot Point Blank Reload	Qd6+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX Qd4+DEX	2d6+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 2d4+3	range. D Major acti range. For « Major acti range, for break resi Decr Major action 5 feet. T abilitech also Minor actior Major action cone Range: 15, Round	ecrease n on: Make each targe rounds bù on: Make rease rour : Make a is Dazed f : Make a he target o counts a ease roun : Increas acti nn: Make a ease roun : Increas acti nn: Make a ease roun : Increas acti Ado feet s: 6	a ranged at et, if you min et, if you min you and a second and a second a ranged at ranged at a ranged at twantage for for 2 rounds Damage: (ranged atta must be Exa as a melee a ds by 1. [B e rounds by on to fully ra a ranged atta g Reflex. [E an huge si	. [Base Dan ttack again: iss, deal ha Damage: Q ttack again: stance. For ted and Dee: abase Damag ack against r firing at L ack against optote dan Q d4+DEX] tack against optote dan tack against optote dan tack against optote dan tack against optote dan tack against stack for ti ase Damag y 1. May be restore rour tack agains Base Damag	mage: Qd10 st all target: if damage. idd+DEX] st all target: each target afened for 1 ge: Qd3+DE a single tar- nog range. 1 rounds by a single tar- ne, or Stuck- he purposes e: 2Qd5+DI domaga 1 domaga 1 t all targets ge: Qd4+DE	+DEX] s within Decrease s within t, if you round. S get within f you hit, 2. [Base get within f you hit, 2. [Base get within f you hit, 5 of Prone. EX]				pect abilitie	s that Etz		y the attack is Blinded able P times per short	for P rounds. rest.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr	Qd6+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX Qd4+DEX	2d6+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 2d4+3	range. D Major acti range, For mange, For mange, For mange, Jan break resi Decr Major action 5 feet. T Abilitech also Decr Minor action 5 feet. T Major action Cone Range: 15, Round anything sr	ecrease n on: Make each targe rounds b on: Make rounds b istance, th rease roun :: Make a is Dazed f :: Make a he target o counts a ease roun :: Increas acti on: Make a that target on counts a ease roun :: Increas acti on: Make a : Increas acti : Increas : Inc	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	. [Base Dan ttack again: iss, deal ha Damage: Q ttack agains stance, For ted and Dea ase Damag ck against r firing at la s. Decrease Qd4+DEX] tck against vposed, Pro tattack for tt ase Damag y 1. May be restore rour tack against Base Damag y 1. May be restore rour tack agains Base Damag	mage: Qd10 st all targets (d6+DEX) st all targets each target each target each target ge: Qd3+DEX a single tar nor, or Stuck he purposes e: 2Qd6+DI a single tar nor, or Stuck he purposes e: 2Qd6+DI done as a f nds. t all targets s a specific	I+DEX] s within Decrease s within t, if you round. SX] get within f, you hit, 2. [Base get within f, you hit, 5 of Prone. EX] full-round in a []ft EX]				pect abilitie	s that Etz		y the attack is Blinded able P times per short	for P rounds. rest.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr	Qd6+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX Qd4+DEX	2d6+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 2d4+3	range. D Major acti range, For of Major action range, tan Decc Major action range, ipno the target Major action 5 feet. T abilitech also Decr Major action Range; 15, Round: anything st	ecrease n on: Make each targe rounds b on: Make rounds b isitance, th rease roun :: Make a is Dazed f :: Make a he target o counts a ease roun :: Increas acti on: Make a that target on counts a count a set of the count a count a set of the on count a set of the on the set of	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	. [Base Dan ttack again: iss, deal ha Damage: Q ttack agains stance, For ted and Dea ase Damag ck against r firing at la s. Decrease Qd4+DEX] tck against vposed, Pro tattack for tt ase Damag y 1. May be restore rour tack against Base Damag y 1. May be restore rour tack agains Base Damag	mage: Qd10 st all targets (d6+DEX) st all targets each target each target each target ge: Qd3+DEX a single tar nor, or Stuck he purposes e: 2Qd6+DI a single tar nor, or Stuck he purposes e: 2Qd6+DI done as a f nds. t all targets s a specific	I+DEX] s within Decrease s within t, if you round. SX] get within t, Jan get within t, This s of Prone. EX] get within t, This s of Prone. EX] c point.				pect abilitie	s that Etz		y the attack is Blinded able P times per short	for P rounds. rest.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's <u>Pillar.</u>	Qd6+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX Qd4+DEX rojectile th s any oth Racial, a	2d6+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 at pulls in Does dam er notes and Miles	range. D Major acti range, For of Major action range, gar break reas major action range, igno the target Major action of the target Major action of the target Major action Come Range: 15, Round: anything sr about this tones	ecrease n on: Make each targe rounds b on: Make rounds b isitance, th rease roun :: Make a is Dazed f :: Make a he target o counts a ease roun :: Increas acti on: Make a that target on counts a count a set of the count a count a set of the on count a set of the on the set of	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	. [Base Dan ttack again: iss, deal ha Damage: Q ttack agains stance, For ted and Dea ase Damag ck against r firing at la s. Decrease Qd4+DEX] tck against vposed, Pro tattack for tt ase Damag y 1. May be restore rour tack against Base Damag y 1. May be restore rour tack agains Base Damag	mage: Qd10 st all targets (d6+DEX) st all targets each target each target each target ge: Qd3+DEX a single tar nor, or Stuck he purposes e: 2Qd6+DI a single tar nor, or Stuck he purposes e: 2Qd6+DI done as a f nds. t all targets s a specific	I+DEX] s within Decrease s within t, ff you round. XJ get within ff you hit, 2. [Base get within c. This of Prone EX] ull-round tin a []ft EX] c point.	Pillar an	<u>d Steps</u>		pect abilitie	s that Etz	User	y the attack is Blinded able P times per short	for P rounds. rest.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair und	Qd6+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX Qd4+DEX Qd4+DEX rojectile th s any oth <u>Racial So</u> <u>derstandin</u>	2d6+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 2d4+3 at pulls in Does dan eer notes ind Miles cial Expert g of the co	range. D Major acti- range, For e Major action range, far break reas- major action range, igno the target Major action 5 feet. T abilitech also Decr Minor action Cone Range: 15 cone Range: 15 cone Range: 15 cone the target Minor action Cone Range: 15 cone Range: 15 cone Range	on: Make accharged and a construction of the search targeting for rounds by bristance, the search targeting for listance, the search targeting for listance, the search search search search search is Dated for the target account of the search search round search search search search round search search search round search search round search search round search search round search	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	. [Base Dan ttack again: iss, deal ha Damage: Q ttack agains stance, For ted and Dea ase Damag ck against r firing at la s. Decrease Qd4+DEX] tck against vposed, Pro tattack for tt ase Damag y 1. May be restore rour tack against Base Damag y 1. May be restore rour tack agains Base Damag	mage: Qd10 st all targets (d6+DEX) st all targets each target each target each target ge: Qd3+DEX a single tar nor, or Stuck he purposes e: 2Qd6+DI a single tar nor, or Stuck he purposes e: 2Qd6+DI done as a f nds. t all targets s a specific	I+DEX] s within Decrease s within t, ff you round. XJ get within ff you hit, 2. [Base get within c. This of Prone EX] ull-round tin a []ft EX] c point.	<u>Pillar ar</u>	<u>d Steps</u>		pect abliitie	es that Etz	User	y the attack is Blinded able P times per short require him to focus cors and Demea	for P rounds. rest.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair un norms followed by have one Stakes d	Qd6+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX 2Qd6+DEX Qd4+DEX rojectile th s any oth <u>Racial So</u> derstandin any senti i et oany r	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 2d4+3 at pulls in Does dan er notes ind Miles cial Expert g of the co non-strife s	range. D Major acti- range, For et many action range, far break reas- break reas- reas- reas- reas- reak reas- break reas- break reas- break reas- break reas- break reas- reas- reas- reak reas- break reas- reas	Decrease normality of the search argent of the sear	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dan tack againt tack againt iss, deal ha Damage: Q tack againt track against track against cd and Dae against r fring at Le gainst cd+Dex tack against cd+Dex dat dex	mage: Qd10 st all targets if damage. dd+DEX] st all target each target ach target ach target ach target ach target each target a single tar- nog range. I r rounds by a single tar- nog range. I r r rounds by a single tar- nog range. I r r rounds by a single tar- nog r rounds by a single tar- nog range. I r r rounds by a single tar- nog r r r r r r r r r r r r r r r r r r r	++DEX] s within Decrease s within t, if you you get within (You hit, 2. [Dase get within (, This of Prone. EX] full-round ii n a []ft c point.	You are	a Strategi	These are Class	outter is	es that Etz	User	y the attack is Blinded able P times per short require him to focus coors and Demea P times per long r strife skill check (c	too too hard on.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak	Qd6+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX 2Qd6+DEX Qd4+DEX Qd4+DEX Racial _ So derstandin any sentic ie to any r	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 2d4+3 2d4+3 2d4+3 2d4+3 clai Expert g of the co rint being woon-strife s 1 and Flav roossess a c	range. D Major acti- range, For e Major acti- range, far break reas- break reas- beer Major action 5 feet. T abilitech also beer Minor action 5 feet. T abilitech also beer Minor action Come Range: 15 Round: anything siz come ange if targe about thi tones tones	Networks and the search starger start of the search starger search starger start of the start of	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dan tack againt tack againt iss, deal ha Damage: Q tack againt track against track against cd and Dae against r fring at Le gainst cd+2psilos cd+2psi	mage: Qd10 st all targets (d6+DEX) st all targets each target each target each target ge: Qd3+DEX a single tar nor, or Stuck he purposes e: 2Qd6+DI a single tar nor, or Stuck he purposes e: 2Qd6+DI done as a f nds. t all targets s a specific	++DEX] s within Decrease s within t, if you you get within (You hit, 2. [Dase get within (, This of Prone. EX] full-round ii n a []ft c point.	You are	a Strategi: on and tric	These are Class	outter is	es that Etz	User	y the attack is Blinded able P times per short per short require him to focus cors and Demea P times per long r strife skill check (an opposed gamb Stakes as long as	too too hard on.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak dealing with them. of psychology and	Qd6+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX 2Qd6+DEX Qd4+DEX Qd4+DEX Racial , a Racial So derstandin any sentic is to any oth Sector of the sector of the sector of the sector Pres dice of You also p emotions adge of the sector of the s	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4+3 2d5+3	range. D Major acti- range, For of Major acti- range, far break reas- break reas- reas- break reas- break reas- reas- break reas- reas- reas- break reas- re	Networks and the search start of the search st	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dan tack againt tack againt iss, deal ha Damage: Q tack againt track against track against cd and Dae against r fring at Le gainst cd+2psilos cd+2psi	mage: Qd10 st all targets if damage. dd+DEX] st all target each target ach target ach target ach target ach target each target a single tar- nog range. I r rounds by a single tar- nog range. I r r rounds by a single tar- nog range. I r r rounds by a single tar- nog r rounds by a single tar- nog range. I r r rounds by a single tar- nog r r r r r r r r r r r r r r r r r r r	++DEX] s within Decrease s within t, if you you get within (You hit, 2. [Dase get within (, This of Prone. EX] full-round ii n a []ft EX] c point.	You are	a Strategi: on and tric	These are Class st! Your bread and I	outter is	es that Etz	User	y the attack is Blinded able P times per short per short require him to focus cors and Demea P times per long r strife skill check (c an opposed gamb Stakes as long as gambti with Calcu	nor nor rest, rest. rest
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak	Qd6+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX 2Qd6+DEX Qd4+DEX Qd4+DEX Racial , a Racial So derstandin any sentic is to any oth Sector of the sector of the sector of the sector Pres dice of You also p emotions adge of the sector of the s	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4+3 2d5+3	range. D Major acti- range, For of Major acti- range, far break reas- break reas- reas- break reas- break reas- reas- break reas- reas- reas- break reas- re	Networks and the search start of the search st	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dan tack againt tack againt iss, deal ha Damage: Q tack againt track against track against cd and Dae against r fring at Le gainst cd+2psilos cd+2psi	mage: Qd10 st all targets if damage. dd+DEX] st all target each target as tall target each target as single tar- nog range. 1 rounds by a single tar- nog range. 1 rounds by a single tar- nog range. 1 rounds by a single tar- nog range. 1 s counds by a s	++DEX] s within Decrease s within t, if you you get within (You hit, 2. [Dase get within (, This of Prone. EX] full-round ii n a []ft EX] c point.	You are preparati	a Strategi: on and tric idea	These are Class stl Your bread and l kery, because you a of a fair fight.	outter is abhor the	es that Etz	User	y the attack is Blinded able P times per short per short require him to focus cors and Demea P times per long r strife skill check (c an opposed gamb Stakes as long as gambti with Calcu	tor P rounds. rest.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak dealing with them. of psychology and	Qd6+DEX Qd3+DEX Qd3+DEX 2Qd6+DEX 2Qd6+DEX Qd4+DEX qd4+DEX rojectile th s any oth Racial, a Racial So derstandin any sentic is to any oth Racial of the bonuses Once per	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4+3 2d5+3	range. D Major acti range, For of Major action range, tar breake breake major action range, igno the target Major action of the target Major action Decr Major action Decr Major action Come Range: 15, Round: anything sr about thi tones tones tones tones entry in the target mmon rituz ith ention kill checks v discore 6 g urscry know rou can pre- but not entime whedge itsse entry vou Aim	ecrease n nor. Make each targeting for an is Make each targeting for an is Make each targeting for an is Make each targeting for the target each targeting for the target each targeting for the target each targe	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dan tack againt tack againt iss, deal ha Damage: Q tack againt track against track against cd and Dae against r fring at Le gainst cd+2psilos cd+2psi	mage: Qd10 st all targets if damage. dd+DEX] st all target each target as tall target each target as single tar- nog range. 1 rounds by a single tar- nog range. 1 rounds by a single tar- nog range. 1 rounds by a single tar- nog range. 1 s counds by a s	++DEX] s within Decrease s within t, if you you get within (You hit, 2. [Dase get within (, This of Prone. EX] full-round ii n a []ft EX] c point.	You are preparati	a Strategia on and tric idea e Path: wh	These are Class st! Your bread and I	outter is abhor the	es that Etz	User	y the attack is Blinded able P times per short per short require him to focus cors and Demea P times per long r strife skill check (c an opposed gamb Stakes as long as gambti with Calcu	tor P rounds. rest.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak dealing with them. of psychology and surface level knowl claim any skil	Qd6+DEX Qd3+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX 2Qd6+DEX Qd4+DEX rojectile th s any oth Racial, c Racial So derstandin any sentic is to any oth Racial So derstandin any sentic is to any oth Racial So derstandin bonuses Once per Assail, or as part	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4+3 2d4+3 2d4+3 2d4+3 2d4+3 at pulls in Does dam er notes ind Miles (cial Expert g of the con- scient bary is g of the con- source that y for the kno- round, wh make a sk of an action	range. D Major acti range, For of Major action range, far breake major action range, igno the target Major action of the target Major action Decr Major action Decr Major action Come Range: 15, Round: anything sr about thi tones tones tones tones entropy for the target mmon rituz (the motion kill checks sv slocy fo vou can pre- but not ent widedge itsc su slocy fo tones the target but not ent widedge itsc sen you Aim ill check in on or ability	lecrease n on: Make acch targetting for an tring disade the targetting for an its Make acch targetting for an its Make a an its Make a targetting for an its Make a targetting for an its Make a targetting for an its Make a targetting for an its Make a made, when a targetting for an its Make a its Special for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a made, when a targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting for an its Make a second targetting for an its Make a targetting f	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dam tack againt iss, deal ha Damage: Q tack against stance, For tack against tack against fing at L Qd4+DEX1 Action Actio	mage: Qd10 st all targets if damage. dd+DEX] st all targets each target arget dd+DEX st all targets arget dd+DEX st all targets each target a single tar- ne, or Stuck- he purposes er, or Stuck- he purposes er, 2Qd4-DD done as a 1 nds. s a specific t it here!	i+DEX] s within Decrease s within t, if you get within x, if you get within x, This of Prone. EX] get within t, This of Prone. EX] full-round in a []ft c point.	You are preparati Keyston When yo	a Strategis on and tric idea e Path: wh any othe u take any	These are Class These are Class st! Your bread and t kery, because you i of a fair fight. en taken, you cann r Keystone Paths. Step in Path of the	outter is abhor the ot enter : Skulker,	es that Etz	User	y the attack is Blinded able P times per short able P times per short require him to focus cors and Demea P times per long r strife skill check (c an opposed gamb Stakes as long as gambit with Calcu Reason, or You have an aptiti	too too hard on.
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there': Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak dealing with them, of psychology and surface level knowk claim any skil Rapidity, IvI 1,	Qd6+DEX Qd3+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX 2Qd6+DEX Qd4+DEX rojectile th s any oth Racial, a ferstandin any sentic is to any oth Racial So derstandin any sentic is to any oth Racial So derstandin bonuses Once per Assail, or as part have + round. A	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4 2d4+3 2d	range. D Major acti range, For of Major action range, Jar break real major action range, Igno the target Major action of the target Major action Decor Major action Come Range: 15, Round: anything sr ababut thi tones tones tones entry of the target mmon ritua ith emotion kill checks su sor of kon you can pre- but not emotion will check in on or ability r crit range ; once per	lecrease r on: Make acch targetting For a trease round by an individual search targetting For individual search targetting For an individual is lance, the targetting For an individual search is lance at the targetting for a search search is lance at the targetting for a search search search activity of the targetting of the targetting of the target of counts as a search search search search search search activity of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of the targetting of targ	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dam tack again tack tackk tack tack tack tack tackk	mage: Qd10 st all targets if damage. dd+DEX] st all target each target as tall target each target as single tar- nog range. 1 rounds by a single tar- nog range. 1 rounds by a single tar- nog range. 1 rounds by a single tar- nog range. 1 s counds by a s	i+DEX] s within Decrease s within t, if you t,	You are preparati Keyston When yo you gai Ambush	a Strategis on and tric idea e Path: wh any othe u take any n an ability , you Distr	These are Class stl Your bread and I kery, because you i of a fair fight. en taken, you cann r Keystone Paths. Step in Path of the called Ambush. W	outter is abhor the ot enter Skulker, hen you 2 to the	es that Etz	User	y the attack is Blinded able P times per short able P times per short require him to focus cors and Demea P times per long r strife skill check (c an opposed gamb Stakes as long as gambit with Calcu Reason, or You have an aptitt as another fac Whenever you b	too too hard on. too too hard
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there's Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak dealing with them. of psychology and surface level knowl claim any skil	Qd6+DEX Qd3+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX Qd4+DEX Qd4+DEX Qd4+DEX Racial, a Racial So derstandin any senti is to any oth Racial So derstandin any senti is to any oth Racial So derstandin bonuses Once per Assail, or as part have + round. A you can you ana	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4 2d4+3 2d	range. D Major acti range, For of Major action range, for of major action range, igno break reas Decor Major action 5 fest. T abilitech also Decor Major action Come Range: 15, Round: anything st alage if target tones	elecrease n on: Make acch targetting For rounds by an: Make acch targetting For its make and the search targetting for its Make a manufacture of the search targetting its Make a manufacture of the search targetting its Make a manufacture of the search targetting its Make a manufacture of the search targetting of the search targetting of the search targetting will be search targetting of the search targetting of the manufacture of the search targetting of the search targetting will be search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targetting of the manufacture of the search targetting of the search targettin	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dam tack again tack tackk tack tack tack tack tackk	mage: Qd10 st all targets if damage. each target each target afendor t ge: Qd3+DE s a single tar- nog range. 1 r rounds by a single tar- ne, or Stuck- he purposes e 2Qd6+DI s done as a 1 nds. t all targets ge: Qd4+DI t it here!	i+DEX] s within Decrease s within t, if you t,	You are preparati Keyston When yo you gai Ambush skill o successfi	a Strategi on and tric idea e Path: wh any othe u take any n an ability , you Distr theck, and J, you als	These are Class stl Your bread and I kery, because you i of a fair fight. en taken, you cann r Keystone Paths. Step in Path of the called Ambush. WI act but you have + if your opposed oth gain a + 2 hit bonn	outter is abhor the ot enter : Skulker, hen you 2 to the eck is s on the	es that Etz	User	y the attack is Blinded able P times per short able P times per short require him to focus cors and Demea P times per long r strife skill check (c an opposed gamb Stakes as long as gambit with Calcu Reason, or You have an aptitt as another fac Whenever you b	too too hard on. too too hard on. too too hard on. too too hard on. too all checks during troundy have 2d8 proud phave 2d8
Mawp Slug Shot Point Blank Reload Blackpowder Draw: Shoots a pr If there': Pillar, You have a fair un norms followed by have one Stakes d and reroll any Stak dealing with them, of psychology and surface level knowk claim any skil Rapidity, IvI 1,	Qd6+DEX Qd3+DEX Qd3+DEX Qd4+DEX 2Qd6+DEX Qd4+DEX Qd4+DEX Qd4+DEX rojectile th s any oth Racial j So derstandin any sentic le to any ot Racial j So derstandin any sentic le to any ot Sonce per Assail, or as part have + round. A you can you alrea feature	2d6+3 2d3+3 2d3+3 2d4+3 4d6+3 2d4+3	range. D Major acti range, For d Major action range, For d Major action range, ind break resi Decc Major action 5 feet. T abilitech also Decr Major action S feet. T Major action Cone Major action Cone Major action Cone Major action Cone Range: 15, Roundi anything sr about thi Major action Cone Range: 15, Roundi anything sr about thi the motion kill checks is vis dice of 6 ursory knov you can pre but not enew weldge itse en you Aim ill check in on or ability r crit range , once per t s a free act	electrase in the secher target is to secher the secher target in the secher target is the secher target in the secher target is the sec	a ranged at a ranged at st, if you may y 3. [Base I a ranged at tritude resis hey are Daz ads by 1. [B ranged atta lyantage for for 2 rounds Damage: C ranged atta wantage for s a melee a ds by 1. [B; e rounds by on to fully r a ranged atta g Reflex. [E an huge si in enemy.	[Base Dam tack again tack tackk tack tack tack tack tackk	nage: Qd10 st all targets if damage. each target each target afendor t ge: Qd3+DE a single tar- nog range. 1 r rounds by a single tar- ne, or Stuck- he purposes e 2Qd6+DI s done as a 1 nds. t all targets ge: Qd4+DI t it here!	i+DEX] s within Decrease s within t, if you t,	You are preparati Keyston When you gai Ambush skill d successfu next att	a Strategia on and tric idea e Path: wh any othe u take any n an ability , you Distr heck, and ul, you alsc ack. When to Armbusi	These are Class These are Class the class of a fair fight. en taken, you cann er taken, you cann er taken, you cann fr Keystone Paths. Step in Path of the called Ambush. W act but you have + f your opposed ch	outter is abhor the ot enter : Skulker, hen you 2 to the eck is us on the you may	es that Etz	User	y the attack is Blinded able P times per short able P times per short require him to focus cors and Demea P times per long r strife skill check (c an opposed gamb Stakes as long as gambit with Calcu Reason, or You have an aptitt as another fac Whenever you b	too too hard on. too too hard

e, 2 Steps, Strategist	attack made from within 30 feet of check, of your cho beats the attack, damage and d effects, as long as the skill you rolle	as a reaction to an n or against a target of you, make a skill oice. If the skill check the attack does half eals no additional s you can justify why d might work in this way.	Impro	ved Ambush, Skulker, Strategist	Your Ambush gains +1 to hit, crit ra skill checks. You can Ambush as part for initiative (and may use the initiat place of the check), and Ambush fron be held until used or end of st	of rolling tive roll in n this may rife.	Vision: Curtain	You're used to sizing up where something might be hidden, by someone or by itself. Lost socks, wallets, papers, themselves, others, buttons, secret corridors, if it might escape notice it might not escape yours. When searching for such things, you add one stakes die.
		ou have four Steps of Ir pillar!	Pre	eparation, Skulker, Strategist	The benefits of Ambush now last until your next turn. Additionally, when y Defend, or use a non-damaging abi subpower as a major action (or perfor these as part of a major action), y Ambush as part of it, and have adva the skill check when doing s	ou Dash, ilitech or orm any of you can intage on		Pick this at level 7!
		ou have six Steps of ir pillar!						Pick this at level 9!
		• •						Pick this at level 13!
	Specializations	s at level 5!	-					Pick this at level 15!
		at level 11!						
		at level 17!						
	Pick this	at level 19!						
			-			_		
						_		
							Ax	olotis found: Yellow
Outlaw: One wh	no divides [Aspe components	ect] into its base						
Sand: Dec	cay, durability, t	he core self						
	nd Boondollars				Sylladex (Redligh		-	
T0 Build	Grist	11	What kind of captchalogue dec	Packrat	sewing kit	t-Greenlight 30 5ft range	-	
T0 Build	Grist	11 27	captchalogue dec do you have?		sewing kit lockpicking set		-	
T0 Build T1 T2	Grist	11 27 0	captchalogue dec do you have? Your items only deal but you can captchal	1 damage when ejected, ogue items of one size	sewing kit lockpicking set flashlight		-	
T0 Build T1 T2 T3	Grist	11 27 0 0	captchalogue dec do you have? Your items only deal but you can captchal bigger than you or si and your deck's size	1 damage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards.	sewing kit lockpicking set flashlight Camera holder (w/camera)		-	
T0BuildT1T2T3T4	Grist	11 27 0 0 0	captchalogue dec do you have? Your items only deal but you can captchal bigger than you or si	1 damage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards.	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask		-	
T0 Build T1 - T2 - T3 - T4 -	Grist	11 27 0 0 0 0 0	captchalogue dec do you have? Your items only deal but you can captchal bigger than you or si and your deck's size (unhide rows below the What's your fetch	1 damage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards.	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask		-	
T0 Build T1 T2 T3 T4 T5 Boondollar	Grist rs 2	11 27 0 0 0 0 2325	captchalogue dec do you have? Your items only deal but you can captchal bigger than you or si and your deck's size (unhide rows below t What's your fetch it take to use it?	1 damage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards. he sylladex) modus? What skill does	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra space)	Grist rs 2 ce)	11 27 0 0 0 2325 0	captchalogue dec do you have? Your items only deal bigger than you or sr and your deck's size (unhide rows below t What's your fetch it take to use it? Redlight-Greenligh	1 damage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards. he sylladex) modus? What skill does ht Stealth	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra space) (extra space)	Crist rs 2 ce) ce)	11 27 0 0 0 0 2325 0 0	captchalogue dec do you have? Your items only deal but you can captchal bigger than you or sr and your deck's size (unhide rows below t What's your fetch it take to use it? Redlight-Greenligi Great! You use this	tamage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards. he sylladex) modus? What skill does ht <u>Stealth</u> s skill when making	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra space)	Crist rs 2 ce) ce)	11 27 0 0 0 2325 0	captchalogue dec do you have? Your items only deal but you can captchal bigger than you or sr and your deck's size (unhide rows below t What's your fetch it take to use it? Redlight-Greenligi Great! You use this attacks with your st	tamage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards. he sylladex) modus? What skill does ht <u>Stealth</u> s skill when making	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ???		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra space) (extra space)	Crist rs 2 ce) ce)	11 27 0 0 0 0 2325 0 0	captchalogue dec do you have? Your items only deal but you can captchal but you can captchal and your deck's size (unhide rows below t What's your fetch it take to use it? Redlight-Greenligi Great! You use this attacks with your s Wallet	tamage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards. he sylladex) modus? What skill does ht <u>Stealth</u> s skill when making	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra spac (extra spac (extra spac	Grist 2 rs 2 ce) ce) ce) Greenlight mod	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0	captchalogue dcc do you have? Your items only deal but you can captchal bigger than you or si unhide rows below t What's your fetch it take to use it? Redlight-Greenligi Great! You use this Great! You use this Wallet keys	1 Jamage when gistedd, operithms of one size instruction of the size is raised to 70 cards. Is raised to 70 cards. Is valided: What skill does the sylladex.	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra spac (extra spac (extra spac (extra spac (extra spac	Grist 2 rs 2 re) 2 ce) 2 ce) 2 Greenlight mod Items can be n	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	captchalogue dec do you have? Your items only deal but you can capture loiger than you cas and your occe below to (unhide rows below to What's your fatch it take to use it?) Redlight-Greenligi Great! You use the attacks with your s Wallet keys public pyramid	tamage when ejected, ogue items of one size maller (default is Large), is raised to 70 cards. he sylladex) modus? What skill does ht <u>Stealth</u> s skill when making	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set Crowbar		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra spac (extra spac (extra spac (extra spac (extra spac	Grist rs 2 ce) ce) Greenlight mod Items can be r Jtems can be r	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	captchalogue dec do you have? Your items only deal buy you can captchal bigger than you or si and your deck's size (unhide rows below t What's your fetch it take to use it? Redlight-Greenligi Great You use this attacks with your s Wallet keys public pyramid laptop	1 Jamage when gistedd, operithms of one size instruction of the size is raised to 70 cards. Is raised to 70 cards. Is valided: What skill does the sylladex.	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra spac (extra spac (extra spac (extra spac (extra spac (extra spac The Redlight-Cost simple modus. on a greenlig redlight. Howe change even v change even v	Grist rs 2e) ce) ce) Greenlight mod Items can be r ght and cannot ever, the light te when the item	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0 0 0	captchalogue dec do you have? Your items only deal but you captchal but you captchal und you dec's size (unhide rows below Wallet keys public pyramid laptop notepad	1 Jamage when gistedd, operithms of one size instruction of the size is raised to 70 cards. Is raised to 70 cards. Is valided: What skill does the sylladex.	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set Crowbar		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra space) (extra space) (extra space) (extra space) The Redlight-Cosimple modus. on a greenlig redlight. Howe change even w change even w retrieval, oc	Grist rs 2 ce) ce) Greenlight mode Items can be r pth and cannot ever, the light t when the item when the item	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0 0 0	captchalogue dec do you have? Your items only deal buyou tems poly out the poly of tems poly out the and your deck's size (unhide rows below th What's your fetch it take to use it? Redlight-Greenligh Great You use this attacks with your s Wallet keys public pyramid laptop notepad pencil	a damage when ejected, goue items of one size maller (default is Large), he sylladex) modus? What skill does ht <u>Stealth</u> s skill when making ylladex.	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set Crowbar		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra spac (extra spac (extra spac (extra spac (extra spac (extra spac The Redlight-Cost simple modus. on a greenlig redlight. Howe change even v change even v	Grist rs 2 re) Greenlight modi Items can be r ght and cannot ver, the light t when the item ccasionally caus cors and either r	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0 0 0	captchalogue dec do you have? Your items only deal but you can captchal but you can captchal and your dec'ts size (unhide rows below th What's your fetch it take to use it? Redlight-Greenligi Great! You use this attacks with your s Wallet keys public pyramid laptop notepad pencil pencil sharpne	1 Jamage when gicktad, operitms of one size maler (default is Large), is raised to 70 cards. he syllades. Modus? What skill does the Stealth skill when making sylladex. 1 prison keys er	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set Crowbar		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra spac (extra spac (extra spac (extra spac (extra spac (extra spac (extra spac (extra spac extra spac) The Redlight-Cost Simple modus. on a greenlig redlight. Howe change even v retrieval, oc Schrödinger err the item at higi	Grist rs 2 re) Greenlight modi Items can be r ght and cannot ver, the light t when the item ccasionally caus cors and either r	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0 0 0	captchalogue dec do you have? Your items only deal but you can captches bid your deck's size (unhide rows below th What's your fetch it take to use it? Redlight-Greenligi Great! You use this attacks with your si Wallet keys public pyramic laptop notepad pencil sharpne bag of charge	a Jamage when gickdal, oppertuns of one size medium of the size medium of the size modus? What skill does ht Stealth skill when making sylladex. d 1 prison keys er rs	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set Crowbar		-	
T0 Build T1 T2 T3 T4 T5 Boondollar (extra spac (extra spac (extra spa	Grist rs 2ce) ce) ce) ce) Greenlight mod Items can be r ght and cannot ever, the light tw when the item ccasionally caus rors and either ' the velocity or fa	11 27 0 0 0 2325 0 0 0 0 0 0 0 0 0 0 0 0 0	captchalogue dec do you have? Your items only deal but you can captchal but you can captchal and your dec'ts size (unhide rows below th What's your fetch it take to use it? Redlight-Greenligi Great! You use this attacks with your s Wallet keys public pyramid laptop notepad pencil pencil sharpne	a damage when gicked, open there, of one size open there, of one size modus? What skill does the syllades. Skill when making yillades. d 1 prison keys ar rs	sewing kit lockpicking set flashlight Camera holder (w/camera) Dragon Priest mask Egyptian style mask Freddy Mask Outlaw of Sand book bottle of pickled eggs bottle of ??? Towels Mountain Climbing Set Crowbar		-	

Backstory (what's their story?)

Your name is ETZIEO DUMONT, the "troll bastard" of the Dumont family, the troll who drifts from one party to the next whenever it's party week at his university, and that's just the way he'd like to present himself. Of course it's a lot easier to gather infomation and find snippits of truths if folks expect you to be where you are after all.

Etzieo "doesn't remember" his past while he lived in Alternia that much, thankful that his grandma and grandpa took him and his lusus in while they were leaving Alternia and retiring in their home country. Living as the adopted grandson of two ambassadors is a much better life than he would have had in Alternia proper as a "miscolored" oliveblood. A good education, a safe upbringing, and the tools to assemble a decent future for himself. He doesn't quite know when he fell in love with his one true love. It might have been from hearing tales from his grandparents while they were ambassadors to Alternia. It might have been him learning about the history of the world. Hell, it might have been from some cheesy movies. But either way he fell head over heels for Truth. Not the pretty, painted truth. The truth whose hands are coated in the blood of those who will never see the light of a history textbook beyond statistics, the Truth that makes people vomit, the Truth that inspires change so that the Truth becomes a falsehood instead. Of course, Truths like that are hidden away, locked up and made sure by powerful people that they never see the light of day, or worse, that they just seem like another horrible event happening in a world activly headed for hell. That's where his current studies lie. Etzieo is currently going to college to study journalism. To get the investigation skills (and the writing skills) he needs to find these Truths, and to show the world them. To bring over that last straw, to ensure that he will have a future where he isn't strangled by smog and despair, to ensure that those that come after him can still enjoy blue skies.

To have others also fall in love with Truth and express it as well.

Personality (what are they like?)

Etzieo does indeed want to get people to stop being down and gloom about the future, and into actually acting to prevent the world from imploding. He deeply wants to have truth win out over overly biased news, for justice to actually stick to those that despertly need to be brought to her blade, as a means to an end. He doesn't think he'll actually be the executioner, for him, being the herald will be more than enough for him. He thinks. He hopes. He desperetly hopes that his ego will be satiated with a lesser role.

As hinted at earlier, Etzieo does think rather highly of himself. While not vain, he does still suffer from the sin of pride. After all why shouldn't he? With what he's survived, with how he's still standing despite the world's best attempts at killing him, with how he's managed to seemingly come out winning?! Why *shouldn't* he be proud of what he's done? And yet, he still dusts and tidies up his closet. As while his ego is pulling him in one direction, his drive for the Truth is dragging him a different direction. He *knows* that the truth can get ugly, yet he also stubbornly believes that it must be out there. With no room for nuances.

When the chips are down, Etzieo has different actions. Social? Bend the rules of society to his favor. Mental? Trick and baffle those trying to get him in a snare. Physical...? He's not proud of this one, but he'll run. It protected him in the past, it'll protect him again. Hopefully. Possibly. As he's terrified to see what kind of troll he'd become if he can't take flight.

Guardian (who raised them?)

Eagledad. A large eagle that took Etzieo in his talons and was suprised that the grub bit the talons and hissed at him. He wasn't expecting to become a parental lusus, he thought he was just going to be a wild lusus his entire life. But he's doing the best he can, teaching Etzieo how to hunt and how to fight. Even if he mostly only pays attention to the former. Ah well, at least the grub that adopted him had the sense to adopt two others to focus on the intellectual and social sides of things, as he's hopeless in those two fields.

Mr and Ms Dumont, two retired ambassadors to Alternia. On the way back to their last trip to Alternia they found a scared, confused troll holding his lusus asking where he was on the boat. When they told him that the boat was hours away from Alternian shores, he started crying and begging to be taken with them. That he had no place left to go back to. It took until the end of the boat ride to persuade them otherwise (as well as some quick contacts with other politicians still working in Alternia) for them to be persuaded and adopt the kid. It was safer for the kid to be in a human majority country for the time being after all, given the color of his tears. Like Eagledad, it took a while for their own form of love to be seen by Etzieo, but they do care for him, and hope that he actually takes some time to heal from the injuries of his younger years. If you have art of your character, put it here!

Hobbies (what do they like to do?)	
If he isn't drowning in schoolwork, trying to find leads, or pursuing leads, Etzieo has a facination with video games. Both the actual games	
themselves and the studios that create them. Seriously the dirt he's able	
to collect in offhand remarks alone is very grimm indeed. His current	
fasination is with Suburb and its thriving modding community (once he	
found the mods he hasn't looked back), but he tends to perfer single player	
experiences. Etzieo also enjoys meandering around cities and appriciating the	
architecture. There's so much story a city can tell in how it's layed out,	
what buildings are placed where, hell even the style of buildings and where	
they are in relation to other buildings can tell many stories. He likes trying	
to puzzle out why architects made the decisions they did, why the city was layed out the way it was, how it still stays the same despite everything the	
city went through.	
Last but not least, Etzieo has found sewing to be rather calming. It may	
not be to the levels of lace creation (yet) but he still finds peace taking a piece of fabric and embrodering on various designs, letting the fabric and	
the thread tell a story together. So far he's only made patchwork quilts	
and pot holders, but that's because his friends and roommates keep on	
winding up with scraps of nice fabric that would otherwise be thrown away.	
Quirk (how do they type?)	
"Hm, don't re^lly h^ve ^ quirk th^t gets in the w^y of being understood.	
I think."	
Roleplay Scribble (what do they RP like?)	
Oh he remembers all right. He remembers that day all too well	Leitmotifs (a musical theme or two, if you wish?)
Looks (what do they look like?)	Main Theme:
working on it. He does have a scar on his lip from when he was a child, he tells others that it's from a slip.	Gravity Falls Opening theme (full)
SM Notes (is there anything you want the SM to know?)	Combat Theme:
Lines: Parasites Veils: Covered by the general RPGStuck Lines/Veils.	Venice Rooftops - Assassin's Creed 2 OST
(bonus section, use as you wish!)	[theme 3?]
If you want to further flesh out your character or add more notes, here's	
some ideas for bonus sections:	
Knives:	
-Love for Truth. Etzieo tends to go a bit extreme when it comes to him	
aquiring truths, regardless of risks involved to him. And when you're	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in,	
aquiring truths, regardless of risks involved to him. And when you're	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do.	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do.	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.)	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's freed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework.	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James	
 aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other 	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Greed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through their dedication to the Truth they were able to bring about much needed	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through their dedication to the Truth they were able to bring about much needed change.	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through their dedication to the Truth they were able to bring about much needed	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through their dedication to the Truth they were able to bring about much needed change.	
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through their dedication to the Truth they were able to bring about much needed change. Patterns: "Fe^thers. Godd^mn Fe^thers. I refuse to el^bor^te further, for my own s^nity ^nd your own."	[theme 4?]
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through their dedication to the Truth they were able to bring about much needed change. Patterns: "Fe^thers. Godd^mn Fe^thers. I refuse to el^bor^te further, for my own s^nity ^nd your own."	[theme 4?]
aquiring truths, regardless of risks involved to him. And when you're digging around in what those in power really don't want you digging in, there's a lot of risks involved. The only thing that may temper this that he's aware of is if it's in relation to his loved ones. There's also the fact that Etzieo does not see truth as the same thing as justice, while others very much do. -Despite Etzieo's attempts to put his past in Alternia behind him, the past does not like staying buried. While he knows he should know better, a part of him desperatly wants to never have to worry about that painful past again. Spoons (little trivia about them that didn't fit anywhere else.) Influences: Someone in the past made the mistake of giving Etzieo a copy of the Assassin's Creed 2 trilogy and he got hooked. Only on the Assassin's Creed 2 trilogy and Black Flag though. The others didn't really catch his fancy as much as those four games, seemingly lacking something these four games have. Other games that Etzieo likes are Pathological, Final Fantasy 7, Chrono Trigger, and Pokemon Mystery Dungeon (Explorers of Time/Darkness/Sky). He's been meaning to play The World Ends With You and Devil Survivor 1 + 2, but he's been distracted by homework. Television wise Etzieo loves a good heist movie, Bullet Train, Firefly, James Bond, and last (but certainly NOT least), Leverage. For books and litrature, Etzieo has been seriously impacted by The Jungle and other novels/articles in a similar vein. After all, they told the Truth, and through their dedication to the Truth they were able to bring about much needed change. Patterns: "Fe^thers. Godd^mn Fe^thers. I refuse to el^bor^te further, for my own s^nity ^nd your own." Solutions: Stealth, stealth, and more stealth. (bonus section, use as you wish!) If you want to, that is. If not, wipe the bonus sections and move onto the	[theme 4?]

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.

<u>Level</u>	Rung Nan	ne	Benefit	t <u>s</u>	
1	Amatuer Truth	seeker	See character creation!		
2	Isekaied Fool		1 Step, 2 stat points, 3 skill points		
3	The West's Go Outlaw	ofiest	1 Decor, 1 Stage		
4	Puller of All Ni	ghters	1 Step		
5	[rung ou	t]	Lvl 5 Specialization points, 3 skill		
6	[before you	start]	1 Step		
7	[just fill leve	el 1]	1 Deco		
8	[and do the	rest]	1 Step, 2 stat points	nts, 3 skill	
9	[as you go a	long]	1 Decor, 1 S	Stage	
10			1 Step		
11			Lvl 11 Specializat points, 3 skill		
12			1 Step		
13			1 Deco		
14			1 Step, 2 stat points	nts, 3 skill	
15			1 Decor, 1 S	Stage	
16			1 Step		
17			Level 17 Special stat points, 3 sk		
18			1 Step		
19			Any one Specia	alization	
20			2 Steps, 2 stat points, 3 skill points		
			<u> </u>		
	oints (You start v ill points at level		Expertise? [6]	Max [7]	
	Athletics	1		2	
E	ndurance				
А				2	
	crobatics			2 3	
Slei	crobatics ght of Hand	1			
Slei		1 3		3	
Er	ght of Hand Stealth ngineering	3		3 3 3 2	
Er	ght of Hand Stealth ngineering /estigation			3 3 3 2 2 2	
Er Inv	ght of Hand Stealth ngineering vestigation Occult	3		3 3 3 2 2 2 2 2	
Er Inv	ght of Hand Stealth ngineering vestigation Occult nal Handling	3		3 3 3 2 2 2 2 3	
Er Inv Anir	ght of Hand Stealth ngineering vestigation Occult nal Handling Insight	3		3 3 2 2 2 2 3 3 3	
Er Inv Anir	ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine	3 2 2 2		3 3 2 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3	
Er Inv Anir	ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception	3		3 3 2 2 2 3 3 3 3 3 3 3 3 3 3	
Er Inv Anir	ght of Hand Stealth ngineering /estigation Occult nal Handling Insight Medicine erception Sanity	3 2 2 2		3 3 2 2 3	
Er Inv Anir P	ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity Survival	3 2 2 3		3 3 2 2 3	
Er Inv Anir P	ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity Survival Deception	3 2 2 2		3 3 2 2 2 3	
Er Inv Anir P C In	ght of Hand Stealth ngineering vestigation Occult nal Handling Insight Medicine erception Sanity Survival	3 2 2 3		3 3 2 2 3	
Er Inv Anin P C In Pe	ght of Hand Stealth ngineering /estigation Occult nal Handling Insight Medicine erception Sanity Survival Deception timidation	3 2 2 3		3 3 2 2 2 3 <td< td=""></td<>	

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	15			16	+3	
INT	14			14	+2	
WIS	13	2		16	+3	
CHA	10			10	+0	
	Hit Die		d8			
	Ca	ste	Lc	w		

W

Has Eye

	Caste	Low					
hat	's your race?	Street Smar (variant)					
	+2 WIS. Racials are either Vivacity: All-Seeing , Social Expert, or Childhood: Had to be Sharp.						
nd your racial ability?		Social Expe	ert				
nd r	nave a fair understanding of the common rituals Id norms followed by any sentient being with ions. You have one Stakes die to any non-strife						

You ar emot emotions. You have one stakes die to any hon-strine skill checks made, and reroll any Stakes dice of 1 and Flaws dice of 6, when dealing with them. You also possess a cursory knowledge of psychology and emotions such that you can present a surface level knowledge of those topics, but not enough to claim

any skill	bonuses	for the	know	ledge itself.

<u>Stat Increases</u>			What resistance are you proficient in? At character		
Level	Stat 1	Stat 2	creation, pick of		
2	Dex	Wis	Fortitude		
5			Reflex		
8			Will		
11			What stats doe	s your	
14			wardrobe u	ise?	
17			Stat One	Dex	
20			Stat Two	Wis	

Stages (you get them every second Decor)				
Expertise	Pick a skill. Any skill checks you make with this skill have +3.			
	Pick this at level 9!			
	Pick this at level 15!			

very time you level up, take
our HD's average and add it
under the roll column

under				
HP	<u>Roll</u>	<u>Total</u>		
<u>Level</u>	d8	10		
1	8 [5]	19		
2	4	24		
3	4	29		
4	4	34		
5				
6		——		
7		——		
8				
9		——		
10				
11				
12		——		
13		——		
14				
15				
16		——		
17				
18				
19		——		
20				

Psionics?

Martial

You know all abilitechs for your strife specibi, when you gain a Step you gain 2 skill points, you increase the magnitude of your Stage benefits by 1, and you have +1 die size to your Hit Die.

How psionically sensitive are you?

Nothing. You are psionically normal!

Psionic Slots					
Slots	Bonus	Total			
Lesser	0	0			
Greater	0	0			

What colors do you want? [9] Text

What is the source of your psionics?	Wisdom	Initiativ	Initiative Base Sp		<u>ed</u>	Titles	#1
		Bonus	+0	Bonus	+0	Editable	
Strong is the stable, wizened mind;	our psionic skill is Sanity.	Total	+3	Total	30	Body 1	#5
						Body 2	#2
		Anything s about yo		All-Round	ler	Background	#4
Blackboar	<u>d</u>					Graph Background	#3
						Graph Bar	3cb852 [10]
			You're just a normal kid, or as normal as one can be in a setting like this. You begin play with either 4			Bar Remaining	16e711 [11]
One day, this space might be	takan un far a futura	in a setting like				Blackboar	r <u>d</u>
One day. this space might be addition to the RPGStuck sys this space to write down ar	em! Until then, use	additional skill p	oints, or a cho	second strife spe ice.	cibus of	This is the blackboard, us write down any you have	e it to notes

	_			
Name	Tier	Specibus	Effect	Flavor Text
Hidden Darts	0	dartgunKind	The wrist guards are what's used for Alchemy.	A collection of needles, darts, and small bolts that Etzieo has hidden on his person and can be fired from specially designed wrist guards.
Follow the Wind	1	dartgunKind	Adds a new attack to dartgunKind, Blackpowder, a 3 ammunition costing cone of powder that does Qd4+Dex points of damage and attacks reflex. Coats foes with a powder that explodes on ignition. Adds a new attack to dartgunKind, "Draw": Shoots a projectile that pulls in anything smaller than huge size towards a specific point. Does damage if targeted at an enemy.	Etzieo's darts modified with the power of the keyblade! Now Etzieo can actually defeat heartless enemies!
	-			
	-			
	-			
	-			
	-			

Name	Tier	Effect	Flavor Text
Casual cloths	0	"What the deuces are you wearing?"	Simple jacket, butten up shirt, and slick dark jeans. Also some nice athletic shoes and black gloves.
Camera holder	0	Holds your camera	"But no one asks how am I."
Picklock Polo	0	Produce ONE thieves tools on command, as well as hide them (giving advantage on checks to smuggle gear)	A slick dark brown polo.
Computooth	0	Hands free computing, a classic	
Outlaws Mask	0	Protects your eyes and face from sand and other environmental hazards, it will also give you a stakes die on disguise checks to convince people you aren't the outlaw whilst worn.	
Green Bandana	0	QUICK!	
Sand Fan	2	It has 6 charges, that refill 3 at a short rest, all at a long rest. 1 charge to go invisible for 1 minute, though the invisibility doesn't work on cameras etc. Invisibility is cancelled if you get wet. 2 charges to use the abiltech: Sandcannon, which does 2QD6+PCM and pushes the target back 10ft. Critical hits with this apply rupture)	
MAD DOGS MACHINATIONS	1	Can produce ONE thieves tools on command, as well as hide them (giving advantage on checks to smuggle gear). In addition, you may enter a Frenzy and take P damage to gain +T on all STR, DEX, or CON based or STR, DEX, or CON based skill rolls for 6 rounds.	The crimes against fashion continues, as now there's a majima esc jacket over the polo.
Shadow Boots		Lets you hover	

Taken	Level	Considered Steps & Specs	Description	Pillar Milestones	Notes & Planning
	Key	Hidden Hand, Skulker, Strategist	Keystone Path: when taken, you cannot enter any other Keystone Paths. When you take any Step in Path of the Skulker, you gain an ability called Ambush. When you Ambush, you Distract but you have $+2$ to the skill check, and if your opposed check is successful, you also gain at $+2$ hit borus on the next attack. Whenever you Distract, you may choose to Ambush instead (such as through Chained Stratagems).	Strategist!!	Steps may be shuffled depending on need.
	0	Social Expert	You have a fair understanding of the common rituals and norms followed by any sentient being with emotions. You have one Stakes die to any non-strife skill checks made, and reroil any Stakes die of 1 and Flaws die of 6, when dealing with them. You also possess a cursory knowledge of psychology and emotions such that you can present a surface level knowledge of those topics, but not enough to claim any skill bonuses for the knowledge itself.		
	1	All-Rounder	You're just a normal kid, or as normal as one can be in a setting like this. You begin play with either 4 additional skill points, or a second strife specibus of choice.	Rapidity (level 1): Once per round, when you Jám, Avert, Assail, or make a skill check in a strife as part of an action or ability, you have +145 to your crit range for 1 round. Additionally, once per round, you can Olscern as a free action. If you aiready know at least one hidden feature about your target, you have advantage on this check.	
	2	Improved Ambush, Skulker, Strategist	Your Ambush gains +1 to hit, crit range, and skill checks. You can Ambush as part of rolling for initiative (and may use the initiative roll in place of the check), and Ambush from this may be held until used or end of strife.		
	4	Preparation, Skulker, Strategist	The benefits of Ambush now last until the end of your next turn. Additionally, when you Dash, Defend, or use a non-damaging abilitech or subpower as a major action (or perform any of these as part of a major action), you can Ambush as part of it, and have advantage on the skill check when doing so.	Countermeasure (2 Steps): 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.	
	5	Weapon Proficiency	Pick a strife specibus. You are now proficient with this strife specibus and immediately learn all its basic attacks. If you were already proficient with this, you instead learn one of its special attacks. Either way, you can then learn another special attack from this specibus whenever you learn a Step.		Might be Clerity instead idk
	6	Sneak Attack, Skulker, Strategist	If you make a damaging attack that benefits from Ambush, it has +1 die size to damage. If the target has at least two negative conditions, it becomes +2 die sizes instead.	Favored Tactic (4 Steps): Pick an ability from Pillars and Paths or racial features that is limited in use per strife or short rest. This limit is raised by one.	
	8	Feasts for the Forge, Crucible, Strategist/Sentinel	Increase the maximum rounds/charges of any known specibus by +50% (min 1), if it has any. When you restore any rounds/charges as an abilitech (or when it otherwise restores/recharges), you may spend 2P HP or a lesser slot to imbue them. Mark the restored rounds/charges; any abilitechs that consume them inflicts Cripple (10, 1 round), Lethal (P, stacks to 3P), or Daze (1 round). If it only restored a single round/charge, you may pick any two, or apply one twice.		
	10	False Flags, Operator, Strategist	As part of rolling for initiative, you may move up to a distance equal to the initiative roll (rounded to the nearest multiple of 5 if necessary). You then gain +1 to your attack rolls and skill checks for every 10 on the check until the end of the first non-surprise round.	Expeditious (6 Steps): Your base speed is increased by 10 feet.	
	11	Resilience	Choose one resistance. You become proficient with this resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient.		
	12	Haste for the Harrier, Crucible, Strategist/Sentinel	You may substitute a reaction in place of a minor action for any Reload abilitechs.		
	14	Covert Ops, Operator, Strategist	You are immune to Blind, can perceive your surroundings normally as if you had eyes, but without relying on light or sight, and gain 44 to Stealth checks (and Distract if not using Stealth for it) in a strife when using darkness, psionic illusions, or other obscuring effects.		
	16	Venomous Intent, Serpent, Sentinel/Slayer	When you Dash, Defend, or perform a non-damaging major action abilitech or subpower, your next damaging abilitech or subpower also inflicts DoT (P, 5 rounds).		possible major action step mods: memetic agent, wandering deliverence, signal denial, moonmarked,
	17	Martial Training	You gain +1 to hit with attack rolls, +1 to your AC, and +1 to all resistances.		Maybe Cutting Edge instead
	18	In Starlight Clad, Starhunter, Slayer/Strategist	When you perform a non-damaging major action given as a Step, or use a non-damaging major action that does not roll a d20 modified with the effects of at least one Step, your next damaging attack next turn has +1 die size.		
	19 20		Pick this at level 19!		

Item	Components	Cost	Tier	Description
Picklock Polo	Casual Cloths && Lockpicking Set	7 BG	0	Can produce ONE thieves tools on command, as well as hide them (giving advantage on checks to smuggle gear).
Computooth	Bluetooth Earpiece && Computer	3 BG	0	Hands free computing, a classic
Pirates Backup	Hidden Armament Wristbands && Pirates of the Caribbean - Curse of the Black Pearl	7 BG	0	Adds a new attack to dartgunKind, Blackpowder, a 3 ammunition costing cone of powder that does Qd4+Dex points of damage and attacks reflex. Coats foes with a powder that explodes on ignition.
FOX FEETSIES	Shoes && Fox plushie	3 BG	0	They don't really do anything, but dear god they're comfy
Fox with the Feetsies	Shoes Fox plushie	1 BG	0	This guy has some boots now He's also kinda made of shoe leather. Less of a plush now
MAD DOGS MACHINATIONS	Majima Jacket && Picklock Polo	60 bg and 30 Tier 1	1	Can produce ONE thieves tools on command, as well as hide them (giving advantage on checks to smuggle gear). In addition, you may enter a Frenzy and take P damage to gain +T on all STR, DEX, or CON based or STR, DEX, or CON based skill rolls for 6 rounds.
Follow the Wind	Keyblade Pirates Backup	60 bg and 15 Tier 1	1	Adds a new attack to dartgunKind, Blackpowder, a 3 ammunition costing cone of powder that does Qd4+Dex points of damage and attacks reflex. Coats foes with a powder that explodes on ignition. Adds a new attack to dartgunKind, "Draw": Shoots a projectile that pulls in anything smaller than huge size towards a specific point. Does damage if targeted at an enemy.
Shadow Boots	shadowboots.txt	10 BG and 3 Tier 1		Let's you hover

_		 	
-			

Grist Spent	0			Tov	ver		Household Blackboard
Highest Ga		0					
Room Po		0					
BG to N	lext Tier	25					
Gate	Grist						
1	25					W/bat's your	house like? What's in it? Who lives in
2	50					it?	What's interesting about it?
3	75						Describe it here.
4	100						
5	125						
6	175						
7	225						
	Length?						
Leng	gth 1						
					Your house		
Boondol	lars [12]				S	earch Function	
Level	BD Gained		What Is This?	This is the	e search func	tion. As of 06/26/2020, th	is is incomplete, but it serves as a
			What is This!		glossary for	housebuilding and an erra	ta for small clarifications!
2	800						
3	1200					Followers	
4	1600		Name	Ro	ole		Description
5							
6							
7							
8							
9 10							
10							
11							
12							
14							
15							
16							
17							
18							
19							
20							
			Ledger (Use	this to keep	track of your	purchases)	

Customization

In this tab, you can input your own strife specibi, psionic powers, and Steps for the sheet to automate for you.

Alternately, you can use this to grab single subpowers or reskin weapons. For example, if you have Psionic Gift: Left Hand Rule, you can copy over just Lift and Impact.

If you need more, you can unhide them as you need them.

	Strife Specibi / Psionic Powers
Name [13]	Fraymotifs
Notes [14]	These are Classpect abilities that Etzieo gains that don't require him to focus too too hard on.
Type [15]	FraymotifKind
Name [16]	Description [17]
Expel Sand	Minor Action: Create a 15ft cone of sand, targeting Reflex. Anyone hit by the attack is Blinded for P rounds. Useable P times per short rest.

	Strife Specibi / Psionic Powers
Name [18]	Follow the Wind
Notes [19]	Range: 15/40 feet Rounds: 6 Draw: Shoots a projectile that pulls in anything smaller than huge size towards a specific point. Does damage if
	targeted at an enemy.
Type [20]	Ranged Two-Handed Reload Weapon
Name [21]	Description [22]
Shell	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1. [Base Damage: Qd10+DEX]
Eruption	Major action: Make a ranged attack against all targets within range. For each target, if you miss, deal half damage. Decrease rounds by 3. [Base Damage: Qd6+DEX]
Mawp	Major action: Make a ranged attack against all targets within range, targeting Fortitude resistance. For each target, if you break resistance, they are Dazed and Deafened for 1 round. Decrease rounds by 1. [Base Damage: Qd3+DEX]
Slug Shot	Major action: Make a ranged attack against a single target within range, ignoring disadvantage for firing at long range. If you hit, the target is Dazed for 2 rounds. Decrease rounds by 2. [Base Damage: Qd4+DEX]
Point Blank	Major action: Make a ranged attack against a single target within 5 feet. The target must be Exposed, Prone, or Stuck. This abilitech also counts as a melee attack for the purposes of Prone. Decrease rounds by 1. [Base Damage: 2Qd6+DEX]
Reload	Minor action: Increase rounds by 1. May be done as a full- round action to fully restore rounds.
Blackpowder	Major action: Make a ranged attack against all targets in a []ft cone, targeting Reflex. [Base Damage: Qd4+DEX]

<u>Blackboard</u>

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

	Fraymotif	<u>Tier</u>	0	<u>Stat</u>	STR	Hit	+1 t	o hit
Type Fr	aymotifKi	nd	Ammo/Charges 0/0 Bonuses to hit:					0
<u>Name</u>	<u>Dice</u>	<u>Dmg</u>	Description					
Expel Sand			Minor Action: Create a 15ft cone of sand, targeting Reflex. Anyone hit by the attack is Blinded for P rounds. Useable P times per short rest.					teflex. s.
These are Class	L Dect abilitie	s that Etz	ieo gains t	hat don't i	require hin	n to focus	too too ha	rd on
	Jointee		Juno e				100 100	

Strife Specibi / Psionic Powers		
Name [23]		
Notes [24]		
Type [25]		
Name [26]	Description [27]	

Strife Specibi / Psionic Powers	
Name [28]	
Notes [29]	
Type [30]	
Name [31]	Description [32]

Additional Steps [33]	
Name [34]	Description [35]
Example Step	This is a description.
3	And other description.
5	And another.
7	You know how this gag goes.

Blackboard

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

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

[2] Because Martial

[3] Per Strife

[4] 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.

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

[6] 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!

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

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

[9] 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.

[10] 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.

[11] 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.

[12] 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.

[13] Well, what's its name?

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

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

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

[17] 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.

[18] Well, what's its name?

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

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

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

[22] 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.

[23] Well, what's its name?

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

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

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

[27] 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.

[28] Well, what's its name?

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

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

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

[32] 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.

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

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

[35] 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.