

Level: 4	Puller of All Nighters
250 XP	Next level at 390 XP

Etzieo Dumont	Solcag/ROCK [1]
Male Limeblood	Outlaw of Sand
lemonadeCrafter [LC]	Land of Masks and Obelisks [LoMaO]
shadowlief	Re^dy to get the scoop?!

Wardrobifier		
Hand	Wardrobe	Hand
Follow the Wind	MAD DOGS MACHINATIONS	Follow the Wind
Accessory	Accessory	Accessory
Outlaws Mask	Computooth	Green Bandana

Skill	Stat	Bonus	Total
Athletics	Str	+0	+0
Endurance	Con	+0	+1
Acrobatics	Dex	+0	+3
Sleight of Hand	Dex	+0	+4
Stealth	Dex	+1 [2]	+10
Engineering	Int	+0	+2
Investigation	Int	+0	+4
Occult	Int	+0	+2
Animal Handling	Wis	+0	+3
Insight	Wis	+0	+5
Medicine	Wis	+0	+3
Perception	Wis	+0	+6
Sanity	Wis	+0	+3
Survival	Wis	+0	+3
Deception	Cha	+0	+2
Intimidation	Cha	+0	+0
Performance	Cha	+0	+0
Persuasion	Cha	+0	+1

Aegis	HP Lost	Hit Points	HD Left	HD Max	
0	4	30 / 34	3	4	
Temporary HP		88%	Hit Die Roll		
0			1d8+1		
Lesser slots	0	Greater slots	0		
Speed	30 ft.	Passive Perception	Proficiency	+2	
Initiative	+3				
		16			
Ability Scores	Armor Class	14	Status Debuffs		
Strength 8 (-1)		+0	Rupture	0	
Constitution 12 (1)	Fortitude	12	Sunder	0	
Dexterity 16 (3)		+0	Fade	0	
Intelligence 14 (2)	Reflex	15	Cripple	0	
Wisdom 16 (3)		+0	Setback	0	
Charisma 10 (0)	Will	13	Max HP Redux	0	
		+0			
Hit Bonus	+0	Crit Range	20	Defense Bonus	+0

Follow the Wind | Tier 1 dartgunKind
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 Etzieo's darts modified with the power of the keyblade!
Now Etzieo can actually defeat heartless enemies!

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MAD DOGS MACHINATIONS | Tier 1 Apparel
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.

Outlaws Mask	Computooth	Green Bandana
other environmental hazards, it will also give you a stakes die on disguise checks to convince	Hands free computing, a classic	QUICK!

Resources				
Erudition	Easily Accessible Darts	Expel Sand Charges	Sand Fan Charges	Countermeasure
2 2	6 6	2 2	6 6	1 1
Current 2	Current 6	Current 2	Current 6	Current 1
Maximum 2	Maximum 6	Maximum 2	Maximum 6	Maximum 1 [3]

Follow the Wind	Follow th	Tier	1	Stat	DEX	Hit	+5 to hit
Type	Ranged Two-Handed Reload Weapon	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice [4]	Dmg	Description				
Shell	Qd10+DEX	2d10+3	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1. [Base Damage: Qd10+DEX]				
Eruption	Qd6+DEX	2d6+3	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	Qd3+DEX	2d3+3	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	Qd4+DEX	2d4+3	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	2Qd6+DEX	4d6+3	Major action: Make a ranged attack against a single target within 5 feet. The target must be Exposed, Prone, or Stuck. This abilltech 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	Qd4+DEX	2d4+3	Major action: Make a ranged attack against all targets in a []ft cone, targeting Reflex. [Base Damage: Qd4+DEX]				
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.							
If there's any other notes about this specibus or power, put it here!							

Outlaw of Sand Fraymotifs	Fraymotif	Tier	0	Stat	DEX	Hit	+5 to hit
Type	FraymotifKind	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice	Dmg	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.				
These are Classpect abilities that Etzieo gains that don't require him to focus too too hard on.							

Pillar, Racial, and Milestones	
Racial 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-strike 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 knowledge itself.
Rapidity, lvl 1, Strategist	Once per round, when you Aim, Avert, Assail, or make a skill check in a strife as part of an action or ability, you have +1d3 to your crit range for 1 round. Additionally, once per round, you can Discern as a free action. If you already know at least one hidden feature about your target, you have advantage on this check.

Pillar and Steps	
Strategist	You are a Strategist! Your bread and butter is preparation and trickery, because you abhor the idea of a fair fight.
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 a +2 hit bonus on the next attack. Whenever you Distract, you may choose to Ambush instead (such as through Chained Strategems).

Decors and Demeanor	
Erudition	P times per long rest, your next non-strike skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as you approach the gambit with Calculation, Knowledge, Reason, or Exploitation.
Knack: Everyman	You have an aptitude for blending in as another face in the crowd. Whenever you bring this knack to bear, you add one stakes die.

Countermeasure, 2 Steps, Strategist

Once per strife, as a reaction to an attack made from or against a target within 30 feet of you, make a skill check, of your choice. If the skill check beats the attack, the attack does half damage and deals no additional effects, as long as you can justify why the skill you rolled might work in this way.

Pick this when you have four Steps of your pillar!

Pick this when you have six Steps of your pillar!

Specializations

Pick this at level 5!

Pick this at level 11!

Pick this at level 17!

Pick this at level 19!

Outlaw: One who divides [Aspect] into its base components

Sand: Decay, durability, the core self

Improved Ambush, Skulker, Strategist

Preparation, 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.

The benefits of Ambush now last until the end of your next turn. Additionally, when you Dash, Defend, or use a non-damaging abilittech 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.

Vision: Curtain

You're used to sizing up where something might be hidden, by someone or by itself. Lost socks, wallets, paper, secret corridors, if it might escape notice it might not escape yours. When searching for such things, you add one stakes die.

Pick this at level 7!

Pick this at level 9!

Pick this at level 13!

Pick this at level 15!

Axolotls found: Yellow

Grist and Boondollars		
T0	Build Grist	11
T1		27
T2		0
T3		0
T4		0
T5		0
Boondollars		2325
(extra space)		0
(extra space)		0
(extra space)		0

The Redlight-Greenlight modus is a simple modus. Items can be retrieved on a greenlight and cannot on a redlight. However, the light tends to change even when the item is mid retrieval, occasionally causing Schrödinger errors and either ejecting the item at high velocity or failing to eject the item.

Sylladex (Redlight-Greenlight Modus)			
What kind of captchalogue deck do you have?	Packrat	sewing kit	30 5ft range pellets
Your items only deal 1 damage when ejected, but you can captchalogue items of one size bigger than you or smaller (default is Large), and your deck's size is raised to 70 cards. (unhide rows below the sylladex)		lockpicking set	
		flashlight	
		Camera holder (w/camera)	
		Dragon Priest mask	
		Egyptian style mask	
What's your fetch modus? What skill does it take to use it?	Redlight-Greenlight Stealth	Freddy Mask	
Great! You use this skill when making attacks with your sylladex.		Outlaw of Sand book	
		bottle of pickled eggs	
		bottle of ???	
Wallet		Towels	
keys		Mountain Climbing Set	
public pyramid 1 prison keys		Crowbar	
laptop		medpack	
notepad			
pencil			
pencil sharpner			
bag of chargers			
box of sim cards			
camera lenses			

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 information and find snippets 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 "miscalored" 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 actively 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 desperately 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 desperately 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 surprised 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?)	
<p>If he isn't drowning in schoolwork, trying to find leads, or pursuing leads, Etzieo has a fascination 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 fascination is with Suburb and its thriving modding community (once he found the mods he hasn't looked back), but he tends to prefer single player experiences.</p> <p>Etzieo also enjoys meandering around cities and appreciating the architecture. There's so much story a city can tell in how it's laid 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 laid out the way it was, how it still stays the same despite everything the city went through.</p> <p>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 embroidering 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.</p>	
Quirk (how do they type?)	
"Hm, don't really have a quirk that gets in the way 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?]
<p>If you want to further flesh out your character or add more notes, here's some ideas for bonus sections:</p> <p>Knives: -Love for Truth. Etzieo tends to go a bit extreme when it comes to him acquiring 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 desperately wants to never have to worry about that painful past again.</p> <p>Spoons (little trivia about them that didn't fit anywhere else.)</p> <p>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 literature, 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.</p> <p>Patterns: "Feathers. Goddamn Feathers. I refuse to elaborate further, for my own sanity and your own."</p> <p>Solutions: Stealth, stealth, and more stealth.</p>	
(bonus section, use as you wish!)	[theme 4?]
If you want to, that is. If not, wipe the bonus sections and move onto the rest of the sheet!	
(bonus section, use as you wish!)	[theme 5?]



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

Level	Rung Name	Benefits
1	Amatuer Truthseeker	See character creation!
2	Isekaied Fool	1 Step, 2 stat points, 3 skill points
3	The West's Goofiest Outlaw	1 Decor, 1 Stage
4	Puller of All Nighters	1 Step
5	[rung out]	Lvl 5 Specialization, 2 stat points, 3 skill points
6	[before you start]	1 Step
7	[just fill level 1]	1 Decor
8	[and do the rest]	1 Step, 2 stat points, 3 skill points
9	[as you go along]	1 Decor, 1 Stage
10		1 Step
11		Lvl 11 Specialization, 2 stat points, 3 skill points
12		1 Step
13		1 Decor
14		1 Step, 2 stat points, 3 skill points
15		1 Decor, 1 Stage
16		1 Step
17		Level 17 Specialization, 2 stat points, 3 skill points
18		1 Step
19		Any one Specialization
20		2 Steps, 2 stat points, 3 skill points

Skill Points (You start with 6 skill points at level 1)	Expertise? [6]	Max [7]	
Athletics	1	<input type="checkbox"/>	2
Endurance		<input type="checkbox"/>	2
Acrobatics		<input type="checkbox"/>	3
Sleight of Hand	1	<input type="checkbox"/>	3
Stealth	3	<input checked="" type="checkbox"/>	3
Engineering		<input type="checkbox"/>	2
Investigation	2	<input type="checkbox"/>	2
Occult		<input type="checkbox"/>	2
Animal Handling		<input type="checkbox"/>	3
Insight	2	<input type="checkbox"/>	3
Medicine		<input type="checkbox"/>	3
Perception	3	<input type="checkbox"/>	3
Sanity		<input type="checkbox"/>	3
Survival		<input type="checkbox"/>	3
Deception	2	<input type="checkbox"/>	2
Intimidation		<input type="checkbox"/>	2
Performance		<input type="checkbox"/>	2
Persuasion	1	<input type="checkbox"/>	2
Total Skill Points	15		

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		
Caste			Low		

What's your race?	Street Smarts (variant)
Has +2 WIS. Racial are either Vivacity: All-Seeing Eye, Social Expert, or Childhood: Had to be Sharp.	

And your racial ability?	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 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 knowledge itself.	

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

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!

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

HP	Roll	Total
Level	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

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

Blackboard

One day. this space might be taken up for a future addition to the RPGStuck system! Until then, use this space to write down any notes you have!

Initiative

Bonus

+0

Total

+3

Base Speed

Bonus

+0

Total

30

Anything... special about you?

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.

Titles

1

Editable

Body 1

5

Body 2

2

Background

4

Graph Background

3

Graph Bar

3cb852 [10]

Bar Remaining

16e711 [11]

Blackboard

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

Taken	Level	Considered Steps & Specs	Description	Pillar Milestones	Notes & Planning
<input checked="" type="checkbox"/>	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 a +2 hit bonus 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.
<input checked="" type="checkbox"/>	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 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 knowledge itself.		
<input checked="" type="checkbox"/>	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 Aim, Avert, Assail, or make a skill check in a strife as part of an action or ability, you have +1d3 to your crit range for 1 round. Additionally, once per round, you can Discern as a free action. If you already know at least one hidden feature about your target, you have advantage on this check.	
<input checked="" type="checkbox"/>	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.		
<input checked="" type="checkbox"/>	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 abilittech 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.	
<input type="checkbox"/>	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 Clerly instead idk
<input type="checkbox"/>	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.	
<input type="checkbox"/>	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 abilittech (or when it otherwise restores/recharges), you may spend 2P HP or a lesser slot to imbue them. Mark the restored rounds/charges; any abilittechs 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.		
<input type="checkbox"/>	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.	
<input type="checkbox"/>	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.		
<input type="checkbox"/>	12	Haste for the Harrier, Crucible, Strategist/Sentinel	You may substitute a reaction in place of a minor action for any Reload abilittechs.		
<input type="checkbox"/>	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 +4 to Stealth checks (and Distract if not using Stealth for it) in a strife when using darkness, psionic illusions, or other obscuring effects.		
<input type="checkbox"/>	16	Venomous Intent, Serpent, Sentinel/Slayer	When you Dash, Defend, or perform a non-damaging major action abilittech or subpower, your next damaging abilittech or subpower also inflicts DoT (P, 5 rounds).		possible major action step mods: memetic agent, wandering deliverence, signal denial, moonmarked,
<input type="checkbox"/>	17	Martial Training	You gain +1 to hit with attack rolls, +1 to your AC, and +1 to all resistances.		Maybe Cutting Edge instead
<input type="checkbox"/>	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.		
<input type="checkbox"/>	19		Pick this at level 19!		
<input type="checkbox"/>	20				
<input type="checkbox"/>	20				

[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 abilitech 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.