

Level:	10	Rapid Subjagator
	2,190 XP	Next level at 3640 XP

Rico Calhoun	/shrug [1]
Human Male	Rogue of Time
swiftPhenomena [SP]	Land of Dustbowls and Dreams
Durpasurus	"Ahaha, no, I shot first"

Wardrobifier		
Hand	Wardrobe	Hand
Sawed-off Shotgun	Arnold's Lethal Leather	Empty Hand
Accessory	Accessory	Accessory
Stupider Shades		

Skill	Stat	Bonus	Total
Athletics	Str	+0	+8
Endurance	Con	+0	+5
Acrobatics	Dex	+0	+11
Sleight of Hand	Dex	+0	+6
Stealth	Dex	+0	+6
Engineering	Int	+0	-1
Investigation	Int	+0	+0
Occult	Int	+0	-1
Animal Handling	Wis	+0	+4
Insight	Wis	+0	+5
Medicine	Wis	+0	+3
Perception	Wis	+0	+5
Sanity	Wis	+0	+5
Survival	Wis	+0	+4
Deception	Cha	+0	+0
Intimidation	Cha	+0	+0
Performance	Cha	+0	+0
Persuasion	Cha	+0	+1

Aegis	HP lost	Hit Points		HD left	HD max
0	0	74 / 74		10	10
Temporary HP		100%		Hit Die Roll	
0				1d8+2	
Lesser slots	0	Greater slots	0		
Speed	30 ft.	Passive Perception		Proficiency	+4
Initiative	+5		15		
Ability Scores		Armor Class	16	Status Debuffs	
Strength	12 (1)		+0	Rupture	0
Constitution	14 (2)	Fortitude	13	Sunder	0
Dexterity	20 (5)		+0	Fade	0
Intelligence	8 (-1)	Reflex	18	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

Sawed-off Shotgun Tier 2 shotgunKind
It shoots bullets. Allot've em
A Classic
Empty Hand Tier 0
Arnold's Lethal Leather Tier 2 Apparel
Gives you a slightly better T-8000 impression
"I'll probably be back. Maybe"
Stupider Shades
You look cooler?

Resources							
Rounds	Gunmetal	Gymnast	Berserk	Name	Name	Name	Name
6 6	1 1	1 1					
Current	6	Current	1	Current	1	Current	Maximum
Maximum	6	Maximum	1	Maximum	1	Maximum	Maximum

Sawed-Off	Shotgun	Tier	2	Stat	Dex	Hit	+9 to hit
Type	Ranged Two-Handed Reload Weapon	Ammo/Charges	0/0	Bonuses to hit:	0		0
Name	Dice [2]	Dmg	Description				
Shell	Qd10+DEX	3d10+5	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1. [Base damage: Qd10+DEX, basic]				
Eruption	Qd6+DEX	3d6+5	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	3d3+5	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	3d4+5	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	6d6+5	Major action: Make a ranged attack against a single target within 5 feet. The target must be Exposed, Prone, or Stuck. This abilittech 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. This is a basic abilittech.				
Range: 15/40 feet, Rounds: 6							
Notes: Abilittechs with this weapon ignore disadvantage for firing in close range.							
If there's any other notes about this specibus or power, put it here!							

Type	Ammo/Charges	0/0	Bonuses to hit:	0
Name	Dice	Dmg	Description	

Pillar, Racial, and Milestones	
Racial High Fever: Berserk	Once per short rest, you enter a berserker rage as a free action, lasting 1 minute (10 rounds). You gain Aegis (LV/2), +2 crit range, 10 ft. to your base speed and can Assault as a free action once per turn for the duration.
Fighting Style: Heavy Striker, lvl 1, Slayer	Once per round, before making a damaging attack, you may take -2 to the attack roll to add 2P to the damage done and turn any 1s and 2s on the damage roll to 3 (if the die goes that high).
Positioning: Charge, 2 Steps, Slayer	As a minor action, you move half your base movement speed towards an enemy.
Action Surge, 4 Steps, Slayer	Once per short rest, as a free action on your turn, you gain an extra major action. This major action must be used to make an attack, and the attack deals half damage.
	Pick this when you have six Steps of your pillar!

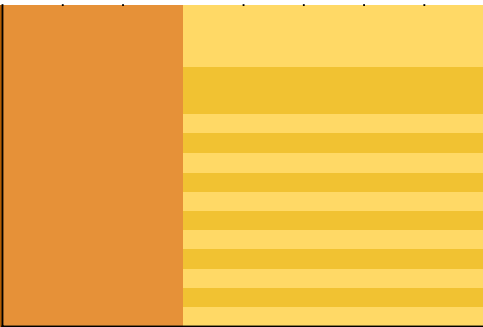
Pillar and Steps	
Slayer	You are a Slayer! Your calling is the rapid, unrelenting beatdown of all those who stand before you.
Gun Fury Stance, Gun-Fu, Slayer	While in the Gun Fury Stance, if you add your Strength or Dexterity mod to damage rolls on ranged abilittechs made against targets within a range equal to half your speed, you may add the other stat's mod and your Proficiency as well. Additionally, you ignore penalties for using ranged abilittechs against adjacent targets.
Gunmetal Gymnast, Gun-Fu, Slayer	Once per short rest, as a free action, gain +1 to your hit bonus, AC, and Reflex, and +10 ft. base speed for 1 minute. If you have at least a +8 to Acrobatics, double these bonuses.
Double Tap, Gun-Fu, Slayer	Once per turn, when you land an abilittech against a target while wielding a Reload specibus, you may expend a basic abilittech's worth of rounds/charges (min 1) to Assault for the combined total of STR, DEX, and P.
Hong Kong Action Theater, Gun-Fu, Slayer	While in the Gun Fury Stance, you may add your Dexterity to initiative rolls an additional time, and may move half your base speed as part of rolling for initiative and as a reaction, but not if Stuck. [Requires Gun Fury Stance]
Self-Aggrandization, Outlaw, Slayer/Strategist	Whenever you benefit from Assault, Doom, Rupture, or other bonuses to damage, you add +P to each of their total magnitudes (or +P per stat mod for Assault).

Decors and Demeanor	
Passion	P times per long rest, your next non-strife skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as you approach the gambit with Confrontation, Power, Emotion, or Sacrifice.
Direction: Force	You find you excel by letting loose. If you can act to push yourself to your physical limits, you add one Stakes die.
Knack: Survivor	You have an aptitude for going the distance, able to weather the elements and withstand prolonged duress. Whenever you can bring this knack to bear, you add one Stakes die.
Direction: Timing	You find you excel when leveraging your sense of rhythm. If you can applying a sense of timing, you add one Stakes die.
Panoply: Fatigue	You have experience dealing with being physically outdone. If you suffer any flaws dice when participating in physical activities, remove one flaws die (min 0). If you find yourself in a situation where you physically compete against another, inflict one flaws die on your opponent as well.
	Pick this at level 13!
	Pick this at level 15!

Specializations

Celerity	When rolling for initiative at the start of a strife, if you are not surprised, you have advantage and +5 to the roll.
Nimble	Once per round, you have Aegis, equal to STR or DEX, of your choice, against the first instance of damage you take. Pick this at level 17! Pick this at level 19!

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



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

Sylladex (Reaction Modus)			
What kind of captchalogue deck do you have?	Packrat		
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)			
What's your fetch modus? What skill does it take to use it?			
Reaction	Sleight of Hand		
Great! You use this skill when making attacks with your sylladex.			

Backstory (what's their story?)

Rico had had a pretty normal upbringing, being raised on taught on most basic things and learning to be nice and kinda to everyone. Other than feeling a bit left out because of being homeschooled, Rico seems to live a pretty normal life for the most part. He lived with his sweet mother and cozy little cat. One night into his early teen years, a rather tragic event would occur though. His house was caught on fire by some sort of small, trickling local wildfire in the area. Everyone in the house quickly woke up and quickly left the house. All but their cat of course. Not being able to save one of his bestest friends left the bitterest taste in his mouth for the longest of times. Despite just being a child and doing his best to survive, he felt he held some responsibility for it all. Thankfully though, they were able to find a new house, thanks to some mysterious family connections his mother had. Of course, many of the people in the town had helped as well, with most of them being good friends with his mother. They quickly got back into the groove of life once more, but it left Rico with a rather weird impression, Of how quickly life can change, leading him to believe he should always be ready.

Personality (what are they like?)

Rico is a very sweet and kind guy for the most part, but is also a very very feisty spirit, his soul glowing alight at the slightest call to challenge he can find. He tends to be very carefree, mostly just aiming for whatever seems to be the most fun or challenging. He does try his best to tell when he needs to be serious though. He's overly competitive when it comes to most things, and will always try to do his best to win, but is usually a good sport when he loses. He can tend to be a bit impatient when it comes to long waits, and will attempt to take things into his own hands rather than wait forever. While also not the brightest, he's pretty quick thinking, being able to come up with solutions to a problem placed in front of him with relative quickness, albeit with no guarantee of it being the correct or an intelligent solution. It usually works out anyways.

Guardian (who raised them?)

Rico's mother is a very kind woman, and very skilled too. She raised Rico well, teaching him to be kind and dilligent, and taught him how to do most of the things he knows how to and enjoys to do nowadays. She herself is still somehow quite an opposite to Rico, being quite calm and collected all the time, taking life quite slowly, and patiently waiting for when she needs to do what she needs to do. She enjoys reading, and can often be found in the living room reading a new book when not otherwise preoccupied.

Hobbies (what do they like to do?)

As is a long running tradition in his family, cooking and food in general are quite important to him. He spends quite a bit of his time preparing for larger meals with his Mother, and sometimes small snacks for himself. He's no master chef, but he's learned how to differentiate between all the spices and knows every cut of beef by marbling. Of course, that's not all he does. He also loves to race. With what? His feet of course! And well, just about everything else too, but mostly his feet. He loves to go fast, running around the house (while doing his best to not cause a ruckus of course), commonly going out into town in hopes of finding someone to race him. Quite inversly, he also loves fishing, one of the slowest and most patient hobbies one could uptake. It helps anchor him a bit, as it gives him time to fully look back in retrospect on what hes's done during the day, with a more calm and collected mindset. He usually throws all the fish back though, as he isn't really much of a fan of the taste.

Quirk (how do they type?)

He usually talks in a pretty normal way, but do to his quick nature willtendtomeldwords whenemotionsarehigh, onlystoppingfor briefbreathesinbetween.

Roleplay Scribble (what do they RP like?)

Leitmotifs (a musical theme or two, if you wish?)

Looks (what do they look like?)

[theme 1?]

A bit tan from the arid sun, as well as a permanently cheeky grind and ruffled brown hair. Usually found donning a plain denim jacekt and khaki shorts. He stands fairly stout, at a solid 5'11".

Lines & Veils

[theme 2?]

N/A. Feel free for anything

Silverware

[theme 3?]



If you want to further flesh out your character or add more notes, here's some ideas for bonus sections:

Knives: He can be a bit too quick sometimes, missing things he's supposed to or skipping them entirely.

Spoons: He picked up using the shotgun after watching Terminator 2.

Influences (what sort of media does your character relate to? Specifically media, like books, videogames, etc)

Patterns: He'll often run into things while not looking and going to fast, both literally and metaphorically.

Solutions: Ask the smart one. If that fails think of something good. If that fails, shotgun.

[theme 4?]

[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	Terrible Shot	See character creation!
2		1 Step, 2 stat points, 3 skill points
3		1 Decor, 1 Stage
4		1 Step
5		Lvl 5 Specialization, 2 stat points, 3 skill points
6	Quick Capper	1 Step
7		1 Decor
8	Faster Blaster	1 Step, 2 stat points, 3 skill points
9		1 Decor, 1 Stage
10	Rapid Subjagator	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? [5]	Max [6]
Athletics	4 [7] <input checked="" type="checkbox"/>	4
Endurance	3 <input type="checkbox"/>	4
Acrobatics	3 [8] <input checked="" type="checkbox"/>	5
Sleight of Hand	1 <input type="checkbox"/>	5
Stealth	1 <input type="checkbox"/>	5
Engineering	<input type="checkbox"/>	4
Investigation	1 <input type="checkbox"/>	4
Occult	<input type="checkbox"/>	4
Animal Handling	1 <input type="checkbox"/>	4
Insight	2 <input type="checkbox"/>	4
Medicine	<input type="checkbox"/>	4
Perception	2 <input type="checkbox"/>	4
Sanity	2 <input type="checkbox"/>	4
Survival	1 <input type="checkbox"/>	4
Deception	<input type="checkbox"/>	4
Intimidation	<input type="checkbox"/>	4
Performance	<input type="checkbox"/>	4
Persuasion	1 <input type="checkbox"/>	4
Total Skill Points	22	

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	12			12	+1
CON	13	1		14	+2
DEX	15	1		20	+5
INT	8			8	-1
WIS	14			16	+3
CHA	10			10	+0
Hit Die			d8		
Caste			Human		

What's your race?	Human
Has +1 to a stat of choice, another +1 to a stat of choice. Racial is Childhood.	

And your racial ability?	High Fever: Berserk
Once per short rest, you enter a berserker rage as a free action, lasting 1 minute (10 rounds). You gain Aegis (Lvl/2), +2 crit range, 10 ft. to your base speed and can Assail as a free action once per turn for the duration. [4]	

Stat Increases			What resistance are you proficient in? At character creation, pick one. [9]	
Level	Stat 1	Stat 2		
2	Dex	Dex	Fortitude	<input type="checkbox"/>
5	Wis	Wis	Reflex	<input checked="" type="checkbox"/>
8	Dex	Dex	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.
Expertise	Pick a skill. Any skill checks you make with this skill have +3.
	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 [3]	20
2	4	26
3	4	32
4	4	38
5	4	44
6	4	50
7	4	56
8	4	62
9	4	68
10	4	74
11		---
12		---
13		---
14		---
15		---
16		---
17		---
18		---
19		---
20		---

Psionics?
Martial
You know all abilltechs 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? [10]
Text

What is the source of your psionics?	Wisdom
Strong is the stable, wizened mind; your psionic skill is Sanity.	

Initiative		Base Speed	
Bonus	+0	Bonus	+0
Total	+5	Total	30

Titles	# 1
Editable	
Body 1	# 5
Body 2	# 2
Background	# 4
Graph Background	# 3
Graph Bar	3cb852 [11]
Bar Remaining	16e711 [12]

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!

Anything... special about you?	All-Rounder
<p>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.</p>	

Blackboard
This is the 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] 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.

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

[4] I've only picked this as I plan to make a build centered around going as fast as possible, but if this is a problem I can change it.

[5] 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!

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

[7] +1 from Martial/Expertise

[8] +1 from Martial/Expertise

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

[10] 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.

[11] 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.

[12] 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.

[13] 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.

[14] Well, what's its name?

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

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

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

[18] 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.

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

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

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