Level: 2	Ma	gnetic	Ascende	er	Ferrus Lodite		Dream Moon [1]			7				Wardro	bifier				
65 XP	Nex	t level	at 130	XP		Male Gold-Blood (Mutant)		Class of Aspect				На	ınd	Ward	robe	Han	nd		
					MagneticCalamity				+		Ste	_	Scrap		Stee	-1			
							[MC]	-	ļ		and Islands				tSpike		nor	Magnet	
							temphi	s_			epulsion All it ittle force"			Acces	ssory	Acces	sory	Access	sory
Skill	Stat	Bonus	Total	1					-			ade force		Lodesto	one ring	Casual	Clothes	Steel-	
Athletics	Str	+0	-1	_	Aegis	HP lost	+	н	it Poin	+0	HD left	HD max		<u>zoaco co</u>	JAIC 11119	Cubuui	01001100	Boot	<u>ts</u>
	Con	+0	_		0	12	<u> -</u>				1	2			Steel M	lagnetSp	ike T	ier 0_	
Endurance			+2					-	18 / 3	<u>u</u>							ikekind		
Acrobatics Sleight of	Dex	+0	+0			rary HP	-		60%			ie Roll							
Hand	Dex	+0	+0			0					1d	10+2							
Stealth Engineering	Dex Int	+0	+0		Tassa	r slots	3	7			Greater slots	0							
Engineering	Inc	+0	10		пеззе	1 31003	3				Greater Siots	-		A hon	memade d	levice c	reated	by a mag	gnet-
Investigation	Int	+0	+7		Sp	eed	30 ft	. Passi	ive Perc	eption								o mistak cated we	
										_	Proficiency	+2			te its s	simple l	nomemade	appear	
Occult	Int	+0	+8		Init	iative	+0		12								ike T		
Animal	Wis	+0				_		_		_					<u> </u>	agnets	ikekino	_	
Handling			+1		23.1	1''- 0				1.0	01		ı						
Insight Medicine	Wis Wis	+0	+2			lity So ength	8 (-1)	Armor	Class	13	Status Deb Rupture	uffs 0							
Perception	Wis	+0	+2				15 (2)			11	Sunder	0							
																		by a mag	
Sanity	Wis	+0	+1		Dext	erity	10 (0)) Fort	itude	+0	Fade	0		this i	is a dea	dly and	compli	o mistak cated we	eapon
														despi	te its :	simple 1	nomemade	appear	ance.
Survival Deception	Wis	+0	+1			ligence sdom	18 (4)	Ref	lex	14 +0	Cripple Setback	0		Scr	ap Meta	L Armor	Tier	0 Appare	el_
Intimidation	Cha	+0	+1			risma	12 (1))		10	Max HP Redux	0							
Performance	Cha	+0	+1					Wi	.11	+0									
Persuasion	Cha	+0	+1		Hit	Bonus	+0	Crit	Range	20	Defense Bonus	+0							
														Plate			al stra 's cloti	pped on	and
					F	Resourc	es							Lodes	tone	Cası	al_	Steel-	
Eruditio	n	T.e.	sser Slo	n+ e	-	Name			Name		Name			<u>ri</u>	.ng	Clot	hes	Boot	ts
1 2	·••	201	2 3								1								
_														Psioni	c Focus				
Current	1		rent	2	Cur	rent		Cur:	rent		Current								
	''	Max	i mum	3	Max	imıım		Max	i mum		Maximum								
<u>Maximum</u>	2	Max	imum	3	Max	<u>imum</u>		<u>Max</u>	<u>imum</u>		<u>Maximum</u>								
Steel	2 MagnetSpi	Max Tier	<u>imum</u> 0	3 Stat	Max INT	imum Hit	+6	Max:	imum		Lodestone	Enchant	<u>Tier</u>	0	Stat	INT	Hit	+6 to	hit
Steel MagnetSpike	MagnetSpi	Tier	0	<u>Stat</u>	INT	Hit		to hit	imum_		Lodestone ring								hit
Steel MagnetSpike Type Spec	MagnetSpi ial, Doub teric Wea	Tier ble,	0		INT 0/0	Hit Bonuse	+6	to hit	<u>imum</u>		Lodestone ring Type P	sionic Pov	rer		<u>Stat</u> Charges	0/0	Bonuses		
Steel MagnetSpike	MagnetSpi	Tier	0	<u>Stat</u>	INT 0/0	Hit		to hit	<u>imum</u>		Lodestone ring			Ammo/C	Charges	0/0 Descri	Bonuses ption	to hit:	0
Steel MagnetSpike Type Spec	MagnetSpi ial, Doub teric Wea	Tier ble,	0	<u>Stat</u>	INT 0/0	Hit Bonuse		to hit	<u>imum</u>		Lodestone ring Type P	sionic Pov	rer	Ammo/O	Charges	0/0 Descri	Bonuses ption ity to chor tools;	to hit:	0 ionic
Steel MagnetSpike Type Spec	MagnetSpi ial, Doub teric Wea	Tier ble,	0 Ammo/C	<u>Stat</u> Charges	INT 0/0 Descr	Hit Bonuse	s to hit:	to hit	imum		Lodestone ring Type P	sionic Pov	rer	You ga energy i physical making s	charges in a psic .nto your . signs of	0/0 Descriptionic abil weapons this abooks with	ption ity to choor tools; ility if such a th	nannel psi you deci any exist	0 ionic ide the . When gain a
Steel MagnetSpike Type SpecEso Name	MagnetSpi iial, Doub teric Wes Dice [2]	Tier Dle, ppon Dmg	0 Ammo/C	Stat Charges Action:	INT 0/0 Descr	Hit Bonuse iption	s to hit:	to hit 0	imum		Lodestone ring Type P Name	sionic Pov	rer	You ga energy i physical making s Stakes this al	charges ain a psic nto your signs of kill chec die. You bility, a	0/0 Description ability weapons this about the substitution ability weapons the substitution ability was about the subst	Bonuses ption ity to choor tools; ility if ility if d a lesse	nannel psi you deci any exist ing, you er slot to g advantag	0 ionic ide the . When gain a o push ge on
Steel MagnetSpike Type Spec	MagnetSpi ial, Doub teric Wea	Tier Dle, ppon Dmg	0 Ammo/C	Stat Charges	INT 0/0 Descr Make a: range. I tized. Tl	Bonuse iption melee at ff this h his abil	tack againits, infiitech has	to hit 0 inst a dict 1 s Combo	<u>imum</u>		Lodestone ring Type P	sionic Pov	rer	You ga energy i physical making s Stakes this al the chec	charges in a psic into your signs of kill chec die. You bility, a kk. At the a lesser	Description of a bit of the same of the sa	ption ity to chor tools; ility if such a th d a lesse lly takin scretion, automatic	to hit: nannel psi you deci any exist ing, you er slot to g advantac you migh ally pass	ionic de the . When gain a push ge on ht also some
Steel MagnetSpike Type SpecEso Name	MagnetSpi iial, Doub teric Wes Dice [2]	Tier Dle, ppon Dmg	0 Ammo/C	Stat Charges Action:	INT 0/0 Descr Make a: range. I tized. Tl	Bonuse iption melee at ff this h his abil	tack againits, infiitech has	to hit 0 inst a dict 1 s Combo	<u>imum</u>		Lodestone ring Type P Name	sionic Pov	rer	You ga energy i physical making s Stakes this al the chec spend a check w	charges in a psic into your signs of skill chec die. You bility, a ck. At the a lesser where this wise supe	0/0 Description abil weapons this abils with can spen dditional SM's dislot to a saffinit rcharge	Bonuses ption ity to ch or tools, ility if such a th d a lesse tly takin scretion, automatic y could of	nannel psi you deci any exist ing, you er slot to g advantae you migh ally pass one into	ionic ide the . When gain a o push ge on nt also some play, sttempt
Steel MagnetSpike Type SpecEso Name	MagnetSpi iial, Doub teric Wes Dice [2]	Tier Dle, ppon Dmg	0 Ammo/C	Stat Charges Action:	INT 0/0 Descr Make a: range. I tized. Tl	Bonuse iption melee at ff this his abil	tack againits, infiitech has	to hit 0 inst a dict 1 s Combo	<u>imum</u>		Lodestone ring Type P Name	sionic Pov	rer	You ga energy i physical making s Stakes this al the chec spend a check w	charges in a psic into your signs of skill chec die. You bility, a ck. At the a lesser where this wise supe	0/0 Description abil weapons this abils with can spen dditional SM's dislot to a saffinit rcharge	Bonuses ity to choor tools; ility if such a the da lesse thy takin scretion, automatic y could county your affi; y not con	nannel psi you deci any exist ing, you er slot to g advanta you migh ally pass come into	ionic ide the . When gain a o push ge on nt also some play, sttempt
Steel MagnetSpike Type SpecEso Name	MagnetSpi iial, Doub teric Wes Dice [2]	Tier Dle, ppon Dmg	0 Ammo/C Major target stack Pr	Stat Charges Action: t within of Magnetoperty.	INT 0/0 Descr Make a: range. I tized. TilgBase Dar	Bonuse iption melee at f this f this abil mage: Qd4	s to hit:	to hit 0 inst a lict 1 s Combo sic)	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity)	sionic Pov	rer	You ga energy i physical making s Stakes this all the chec spend : check w or other somet	Charges Lin a psic Lin to your Lin signs of Likill chec die. You bility, a Lesser Like a lesser Lik	Description of the second of t	Bonuses ption ity to clor tools; ility iff such a ttd d a lesselly takin scretion, automatic y could cy your aff; you not coving.	mannel psi you deci any exist ing, you er slot to g advanta, you migh ally pass come into nity to a rered in t	o lionic de the When gain a o push ge on tt also some play, ittempt this
Steel MagnetSpike Type SpecEso Name	MagnetSpi iial, Doub teric Wes Dice [2]	Tier Dle, ppon Dmg	0 Ammo/C	Stat Charges Action: t within of Magnetoperty. und Actio within: Fortitude	INT 0/0 Descr Make a: range. I tized. Ti [Base Dan on: Make range at e. If you	Bonuse iption iption melee at f this his abill mage:Qd4 a melee disadva u break	tack againits, infitech has +INT, Bas attack a ntage, teresistan	inst a lict 1 s Combo sic]	<u>imum</u>		Lodestone ring Type P Name	sionic Pov	rer	You ga energy i physical making s Stakes this all the chec spend check w or other somet	charges thin a psic into your signs of kill chec die: You bility, a ki. At the a lesser there this wise supe thing extr action: W	Description abil weapons if this abils weapons if this abils with can spendditional slot to a soft in the can ability and a soft in the can ability archarge and a soft in the can be ability to the making the making ability and a soft in the can be ability and a soft in the can be ability and a soft in the can be ability abil	Bonuses ption ity to clor tools; ility if ility if such a th d a lessed a th lay takin scretion, sutomatic yound a cyour affigure of the control of the co	nannel psi you deci any exist ing, you er slot to g advantae you migh ally pass one into	onic de the When gain a push ge on at also some play, attempt this
Steel MagnetSpike Type Spec Eso Name	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT	Tier ple, ppon Dmg	0 Ammo/C Major targetstack Pr Full Routargets their inflict	Stat Charges Action: t within of Magner operty. und Actio within: Fortitude 1 stack (Base	INT 0/0 Descr Make a: range. Itized. TI (Base Dar	Bonuse iption melee at if this his abil mage: Qd4 a melee disadva u break tized ag Qd6+INT,	attack againits, infiitech has +INT, Bas attack a ntage, tresistancians teac Basic]	inst a lict 1 s Combo sic]	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity)	sionic Pov	rer	You gasenergy in physical making s Stakes this all the check wor other somet	charges in a psic into your signs of kill check die. You bility, a k. At the a lesser where this twise supe ching ext: action: W ggnore any	Describer of the second of the	Bonuses ption ity to choose so ity y not coning. If you coning. If you coning a weap uses again	mannel psi you deci any exist ining, you nor slot to g advanta. you migh ally pass come into unity to a vered in t	O ionic ide the . When gain a o push ge on tt also some play, tttempt this
Steel MagnetSpike Type Spec Eso Name Strike Round Strike	MagnetSpi ial, Doubteric Wes Dice [2] Qd4+INT	Tier ple, ppon Dmg 1d4+4	Major targets stack Pr Full Rot targets their inflict	Stat Charges Action: t within of Magnel operty. Fortitude 1 stack o [Base Action: within:	INT 0/0 Descr Make a: range. I tized. Ti [Base Dar on: Make range at e. If you of Magnet Damage: (Make a r range.)	Bonuse iption melee at f this his abil mage:Qd4 a melee disadva break tized ag Qd6+INT, anged at f this h this h this h this h	attack againits, infiitech has +INT, Bas attack a ntage, tresistancainst eac Basic]	inst a lict 1 s Combo sic] gainst 3 argeting ce, you ch enemy.	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will)	sionic Pov	rer	You ga energy i physical making s Stakes this all the chec spend i check w or other somet	charges in a psic nto your signs of skill check of	Description of the second of t	Bonuses ption ity to clor tools; ility if such a ttd a lessell state a lesse	nannel psi you deci any exist ining, you ur slot to g advantacy you migh ally pass come into nnity to a rered in t	ionic de the When gain a o push ge on tt also some play, attempt this You ttack.
Steel MagnetSpike Type Spec Eso Name Strike	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT	Tier ple, ppon Dmg	Major targets tack their inflict Major targets stack stack stack stack of targets stack of	Stat Charges Action: t within of Magnet coperty. und Actio within: Fortitude 1 stack of [Base Action: within: f Magnetic you. Thi you.	INT 0/0 Descr Make a: range. I tized. Til [Base Dar on: Make range at e. If you of Magnet Damage: (Make a r range. I	Bonuse iption melee at f this his abilinage:Qd4 a melee disadva u break tized ag Qd6+INT, langed at f this h ipull thetch has	attack againits, infinited hards a track a antage, tresistant ainst eac. Basic] ttack agains, reaction are target (Combo P)	inst a lict 1 s Combo sic) argeting ce, you che enemy. inst a ove one 15 feet	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will)	sionic Pov	rer	You ga energy i physical making s Stakes this all the chec spend i check w or other somet	charges in a psic nto your signs of skill check of	Description of the second of t	Bonuses ption ity to clor tools, ility if ility if such a ttd d lesselly takin scretion, automatic y could cyour affigy not coving. on a weap uses agai	nannel psi you deci any existing, you any existing, you or slot to g advantac you migh ally pass come into nnity to a vered in t	ionic de the When gain a o push ge on tt also some play, attempt this You ttack.
Steel MagnetSpike Type Spec Eso Name Strike Round Strike	MagnetSpi ial, Doubteric Wes Dice [2] Qd4+INT	Tier ple, ppon Dmg 1d4+4	0 Ammo/C Major targets stack Pr Full Routargets their inflict Major targets stack of targets stack of towards	Stat Charges Action: t within of Magnet operty. Fortitude 1 stack c (Base Action: within: f Magneti s you. Thi you. The	INT 0/0 Descr Make a: range. I tized. TI [Base Dar of Magnet Damage: [Make a range at a color of Magnet Damage: [Make a range. I range. I range. I range. I was a ballia sa ballia sa ballia sa ballia was a Dama Make a range. I was a	Bonuse iption melee at f this h his abil lange: Qd4 a melee disadva u break tized ag Qd6+1MT, ranged at f this h tech has ge: Qd4+1melee at the melee at the melee at the lange langed are melee at the langed are melee at	attack againits, infinited hair trees at antage, teresistant ainst each Basic] ttack agaits, remove target (Combo FriNT)	inst a lict 1 s Combo sic] gainst 3 argeting ce, you che enemy. It feet coperty. inst a	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will)	sionic Pov	rer	You ga energy i physical making s Stakes this all the check spend; check w or other somet	charges in a psic .nto your . signs of .kill chec die. You bility, a .k. At the a lesser where this wise supe hing ext: action: W gnore any action: ignores : e of movi	Description of the second of t	Bonuses ption ity to clor tools, ility to for tools, ility if such a tid d lessed strength of the form of the fo	mannel psi you deci any exist ling, to ling, to ling, to ling, to ling, to g advantacy you migh ally pass come into nnity to a wered in t on attack, nst the ai	ionic dde the When gain a o push ge on it also some play, sttempt this you track.
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach	MagnetSpi ial, Doubteric Wes Dice [2] Qd4+INT	Tier ple, ppon Dmg 1d4+4	Major targets tack of targets stack of targets stack of targets stack of towards Major target stack of towards Major targets stack of towards Major target stack of the Major target stac	Stat Charges Action: t within of Magnetic within: Fortitudel stack c [Base Action: within you. This you. This you. This you. This This This This This This This This	INT 0/0 Descr Make a: range. I tized. TI (Base Dar descrete Dar descrete Dar descrete Darage: (Make a range. I is abilia ase Dar arange. I irange. I iran	melee at f this his abil mage:Qd4 a melee disadva u break tized ag Qd6+INT, anged at f this h i pull thech has ge:Qd6+INT this his pull thech has ge:Qd6+INT this h d pull the this h d pull the this h d pull this high this hig	attack againits, infinitech hauting, it resistant and Basic] ttack against eace Basic] Combo P. INT]	inst a lict 1 s Combo sic] against 3 argeting ce, you che enemy. It feet coperty. inst a ove one way from a way from the coperty.	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser)	sionic Pov	rer	You ga energy i physical making s Stakes this all the check we or other somet Minor i also in Free damage, place	Charges in a psic into your signs of kill check die. You bility, a k. At the alesser where this was a lesser action: W gnore any action: ignores: e of movi action: F an ability	Description of the second of t	Bonuses ption ity to clor tools, ility to for tools, ility if such a that a lease scretion, suretime, and a lease of the control of the con	mannel psi you decident you decident you decident you decident you migh ally pass some into ally pass some into an attack, not the air your self the air you	onic de the When gain a o push ge on tt also some play, attempt this , you ttack.
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach	MagnetSpi ial, Douk teric Wee Dice [2] Qd4+INT Qd6+INT	Tier ple, ppon Dmg ld4+4 ld6+4 ld4+4	Major targets tack of targets stack of targets stack of targets stack of towards Major target stack of towards Major targets stack of towards Major target stack of the Major target stac	Stat Charges Action: t within of Magnet operty. Within: Fortitude 1 stack (Base Action: within: f Magnet is you. Th ightharmore if Magnet if M	INT 0/0 Descr Make a: range. I tized. TI (Base Dar descrete Dar descrete Dar descrete Darage: (Make a range. I is abilia ase Dar arange. I irange. I iran	Bonuse iption melee at f this f this abil mage: Qd4 a melee disadva u break tized agg Qd6+INT, anged at f this h l pull the tech has age: Qd4+Immelee at f this h d move 1 tech has been has move 1 tech has seen had move 1 tech has seen has seen had move 1 tech had move 1	attack againts, infinites, infinites, remmainst eac Basic] ttack agaits, remmainst eac Basic] ttack agaits, remmainst eac Basic] ttack agaits, remmainst eace arget intimediate agaits, remmost agaits, remmos	inst a lict 1 s Combo sic] against 3 argeting ce, you che enemy. It feet coperty. inst a ove one way from a way from the coperty.	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser)	sionic Pov	rer	You ga energy i physical making s Stakes this all the check we or other somet Minor i also in Free damage, place	Charges in a psic into your signs of kill check die. You bility, a k. At the alesser where this was a lesser action: W gnore any action: ignores: e of movi action: F an ability	Description of the second of t	Bonuses ption ity to chor tools; ility if such a the day less as a service of the control of t	mannel psi you deci any existing, you ar slot to g advantacy you migh ally pass oome into on attack, nst the at ks deal tican telepon lasts for	onic de the When gain a o push ge on tt also some play, attempt this , you ttack.
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach	MagnetSpi ial, Douk teric Wee Dice [2] Qd4+INT Qd6+INT	Tier ple, ppon Dmg ld4+4 ld6+4 ld4+4	Major targets their inflict Major targets tack of targets stack of towards Major target stack of towards	Stat Charges Action: t within of Magnet operty. Within: Fortitude 1 stack (Base Action: within: f Magnet is you. Th ightharmore if Magnet if M	INT O/O Descr Make a: range. I tized. TI tized. TI tized. TI gase Damage: (Make a: range. I see Tange. I range. I mange. I man	Bonuse Bonuse iption a melee at a melee disadva u break tized ag f this s pull the thech has age: 0d4: a move 1 d d move 1 d d move 1 d d move 2 d d move 2 d d move 2 d d move 3 d d move 1 d d	attack againits, infilted hattack anntage, terresistance resistance (Combo P: INT) tack againts, remene target (Combo P: INT) tack againts, remene target (Combo P: INT)	inst a flict 1 s Combo sic) gainst 3 argeting ce, you che enemy. inst a ove one 15 feet roperty. inst a ove one one one one one one one one one on	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser)	sionic Pov	rer	You ga energy i physical making s since the check wor other somet Minor also i free damage, place Minor making with the Minor Minor	Charges Lin a psic in a psic into your . signs of kill check die. You bility, a ck. At the a lesser where this wise superhing ext: action: Wagnore any action: ignores ignores ignores ignores ignores action: action: Fan abilitie bonus d	Description of the second of t	Bonuses Detion ity to cloor tools; ility if such a title a lessell to the cloor tools; ility if such a title a lessell to the cloor tools and tools are tools and tools are tools and tools are tools are tools and you ally. This steel and you ally. This are tools ar	to hit: nannel psi you decic any exist ing, you ning, you not slot to g advanta. you migh ally pass come into nnity to a wered in t on attack, nst the an ks deal trace an teleppel lasts fo: s wings. A r yoursel; p, and it abilitech,	O ionic de the de the when gain a push ge on some play, sttempt this , you ttack. rue ort in r 1 After f, but lasts
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat	MagnetSpi ial, Douk teric Wee Dice [2] Qd4+INT Qd6+INT	Tier ple, ppon Dmg ld4+4 ld6+4 ld4+4	Major targets stack of towards Major targets their inflict Major target stack of towards Major target stack of towards Major target stack of the target stack of the target stack of the target Major target stack of the target Major target stack of the target stack of target stack of target stack of target stack of target stac	Stat Charges Action: t within of Magnetoperty. Fortitude I stack of Base Action: within: f Magnetic within: you. Thi you. Thi f Magnet. Thi f Magnet. Thi f Magnet. Action: within: t w	INT 0/0 Descr Make a: range. I tized. TI [Base Dan en	Bonuse iption a melee at f this f his abilinage:0d4 a melee disadva u break tized ag definited ag definite	attack againits, infiitech hautinits, infiitech hautinits, infiitech hautinits, infiitech hautinits, infiitech hautinits, remotis, remotis	inst a lict 1 s Combo sic] against 3 argeting ce, you che nemy. inst a ove one 15 feet coperty. inst a ove one tack of ized a at cannot at a cannot a	i.mum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Quicksilver (lesser)	sionic Pov	rer	You ga energy i physical making s and the check wor other somet Minor also identified making with the Minor making with the Minor next cyounfill	Charges Lin a psic. Into your Signs of sixil check Likill check Lik	Description of the second of t	Bonuses Potion ity to cloor tools; ility if such a tid a lessell to the cloor tools; ility if such a tid a lessell to the cloor tools and tools are tools and tools are tools are tools and you and tools are tools ar	to hit: namnel psi you decic any exist ing, you not slot to g advantacy you migh ally pass come into nnity to a wered in t on attack, nsst the an ks deal tr can teleppel lasts fo: s wings. A r yoursel: p, and it bilitech, nutes or : assits due assits due	O ionic de the de the when gain a push ge on some play, sttempt this , you ttack. rue ort in r 1 After f, but lasts the less) uration
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major target stack Pr Full Rot targets their inflict Major target stack of towards Major target stack of the target stack of the target stack of the target happens of targe	Stat Charges Action: t within: of Magnet operty. und Actio within: Fortitud 1 stack of [Base Action: within: f Magneti i you. Thi you. Thi gret. Thi gret. Thi charget. Thi charget wittarget wittarget witter target witted.	INT O/O Descr Make a: range. I tized. TI [Base Dan dange: If you of Magnet Damage: King and the control of t	Bonuse iption melee at a melee if this 's his ability a melee disadvus u break tized ag tized fif this 's his ability a melee disadvus a f this h pull tr this h pull tr this h a move l a disadvus see i ded : a melee disadvus strick a strick a strick	attack againits, infiitech hau- inits, remme target (Combo Pr INT) itack againts, remme target (Combo Pr INT) inits, remme target (Combo Pr INT) itack againts, infiitech hau- itack againts, infiit	inst a lict 1 s Combo sicl 2 sick 1 s combo sicl 2 sick 2	i.mum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser)	sionic Pov	rer	You ga energy i physical making s and the check wor other somet Minor also identified making with the Minor making with the Minor next cyounfill	charges tin a psic ti	Description of the property of	Bonuses Potion ity to cloor tools; ility if such a tid a lessell to the cloor tools; ility if such a tid a lessell to the cloor tools and tools are tools and tools are tools are tools and you and tools are tools ar	mannel psi you deci any exist ing, you or slot to g advanta you migh ally pass onme into on attack, nst the ar wings. A swings. A swings. A swings. A pandition of the pandition	O ionic de the When gain a) push ge on some play, sttempt this , you ttack. rue oort in r 1 After f, but lasts . the less) uration
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major target stack of target stack of target stack of target stack of towards towards towards for the target stack of the target stack of the target stack of the	Stat Charges Action: t within of Magnetic operty. Within: Fortitude 1 stack of [Base Action: within: f Magnetic i within: f Magnetic i within: f country f Magnetic target. Thi cund Actio f target w. trized. F, fas, make for call ks of Magnetic for call	INT 0/0 Descr Make a: range. I tized. TI [Base Dar experience of Magnet Damage: Kenner of Magnet Damage: Kenner experience of Make a: range. I ized, and is abilitiase Dama experience of Make a: range. I ized, and is abilitiase Dama experience of Make experi	Bit Bonuse iption melee at if this his abil image:0d4 ip break globel file in the break globel f	attack againits, infiitech hautinits, infiitech hautinits, infiitech hautinits, infiitech hautinits, infiitech hautinits, infiitech hautinits, remote target (Combo Pr INNT) d attack againits, remote target (Combo Pr INNT) d attack againits, remote target (Combo Pr INNT) d attack againits, remote has a staff (F Magnett tack the wards, remote hamage: Qdiwards, remamage: Qdiwards, remam	inst a lict 1 s Combo sic] against 3 argeting ce, you che enemy. Linst a cove one way from coperty. against ack of ized a st cannot move all 6-INT]	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Quicksilver (lesser)	sionic Pov	rer	You ga energy i physical making s Stakes Stakes stakes spende with s al the sea of the sea dheok w or other somet Minor also io Free damage, plac making with the Minor next c you inffi exten Free act	Charges Charges Lin a psic not your signs of while the control of the control o	Description and the second of	Bonuses Detion ity to cloor tools; ility if such a tid a lessel all y takin a tid a lessel all y takin scretion, automatic y could cyour affigy not coving. If a weapsses again and you all y. This see a	mannel psi you decic any exist ing you decic any exist ing, you ar slot to g advantacy you migh ally pass nome into anity to a wered in t on attack, nst the an are an telepic lasts for g wings. A r yoursel; p, and it bilitech, nutes or : ass its du icts mult: telts bilitech icts mult: telts bilitech icts multiect its subpowe tt subpowe tt subpowe tt subpowe tit	outonic de the When gain a push ge on some play, strempt this , you ttack. Tue ort in r 1 After f, but lasts , the less) uration iple
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major target stack of towards stack of the target stack of towards stack of the target stack of towards stack of towards stack of the target stack of towards stack of the target stack of the target stack of the target stack of the target stack sta	Stat Charges Action: t within of Magnet coperty. White is a compared to the	Make a: range. I tized. TI (Base Damage: Canada and the canada and	Bit Bonuse iption melee at a melee at if this is a bill mage:Qd4 disadva b break tired agg dd4:Nr, anged at if this h pull thech has ge:Qd4:Thech has ge:Qd4:Th	attack againits, infiited hairing antage, teresistand antage, teresistand antage, teresistand antage, teresistand antage, teresistand antage to Combo Printl Maria (Combo Printl) d attack againits, remediate a combo Printl) d attack has a staff Magnett ttack the wards, remanage Qdianage. Immal and antage antage and antage antage and antage antage and antage antage and antage and antage and antage and antage antage and antage antage and antage and antage and antage and antage antage antage antage and antage antage	inst a lict 1 s Combo sic) gainst 3 argeting ee, you he enemy. inst a ove one way from coperty. against tack of ized at cannot move all 6+INT] Impact pact Form move all	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Preparation (at-will)	sionic Pov	rer	You gate physical making stakes this all the cheek spend cheek somet minor also in the cheek with a second minor also in the cheek with a second minor making with the minor mext cyou infile extend for a second minor making with the minor mext cyou infile extend making a second making with the minor mext cyou infile extend minor	Charges Lin a psic into your signs of kill check die. You bility, a ck. At the alesser where this wise superhing extra action: W gnore any action: E action: E an abilit e bonus d action: After the code of movi cit throw ded by 1 co.	Description of the property of	Bonuses Detion ity to clo or tools; ility if such a tid a lessel ly takin scretion, untomatic y could cy your affi y not cov ing. g a weap sses agai con attac and you lily. This tite. Mercury': Avert fo i one ste ninute. ding an a cion 2 mi ilitech ! ii tiefh pick on an Enchar t the nes effect :	mannel psi you decide any exists ing, you or slot to gadvantacy you migh ally pass nome into unity to a vered in t on attack, mst the and ks deal t: can teleprolasts for gadvantacy with the and ks deal t: can teleprolasts for gadvantacy is wings. As r yoursel; p, and it ubilitech, nutes or 's assits du icts mult: et subpowe tt instance, s still a	outionic de the When gain a push ge on some play, sttempt this , you ttack. Tue ort in r 1 After f, but lasts . the less) urration iple er, you se of sective
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat Mag Field Assault	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major target stack of towards stack of the target stack of towards stack of the target stack of towards stack of towards stack of the target stack of towards stack of the target stack of the target stack of the target stack of the target stack sta	Stat Charges Character Charges Charges Charges Charges Charges Charges Char	Make a: range. I tized. Ti fase Dar Make a: range at e. If you of Magnet Damage: Make a: range. I range. I range. I range abilitians asse Dama on: Make air early an addition of the mis a british of the mis a down in the mis a down in the mis a down in the mis a down weapon.	Bit Bonuse iption melee at a melee at if this is his abil mage:Qd4 disadva b break tired agg dd4:Nr, anged at if this h pull thech has ge:Qd4:Thech has ge:Qd4:	attack againits, infiited hairing antage, teresistand antage, teresistand antage, teresistand antage, teresistand antage, teresistand antage to Combo Printl Maria (Combo Printl) d attack againits, remediate a combo Printl) d attack has a staff Magnett ttack the wards, remanage Qdianage. Immal and antage antage and antage antage and antage antage and antage antage and antage and antage and antage and antage antage and antage antage and antage and antage and antage and antage antage antage antage and antage antage	inst a lict 1 s Combo sic) gainst 3 argeting ee, you he enemy. inst a ove one way from coperty. against tack of ized at cannot move all 6+INT] Impact pact Form move all	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Quicksilver (at-will)	sionic Pov	rer	You ge energy i physical making s Stakes this also the check wor other somet Minor also i. Free damage, place Minor making with the check wou infler the check work with the check would be considered to the check with the check with the check with the check the che	Charges Lin a psic. .nto your .signs of .kill check .die. You bility, a .k. At the a lesser .dhere this .de common set .de common set .de common .de com	Description of the property of	Bonuses Detion ity to clo or tools; ility if such a tid a lessel lly takin scretion, untomatic y could cy your affi y not cov ing. g a weap sses agai con attac and you lly. This tit. Mercury': Avert fo i one ste ninute. ding an an ilitech ! it infl pick on an Enchar t the nee effect : on damage your nexe effect : on damage your nexe	mannel psi you deci any exist ning, you ur slot to g advantary you migh ally pass nome into nity to a rered in t was deal transfer ks deal transfer s wings. A r yourseli p, and it bbilitech, nutse or : use its du icts mult: e.	outling to the control of the contro
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat Mag Field Assault	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major target stack of towards water their target stack of towards stack of towards stack of the target stack of towards stack of the target stack of the target stack of the target stack of the target stack s	Stat Charges Action: t within in formal formal for the for call t within : fortitude 1 stack of [Base Action: within in formal	Make a: range. I tized. TI (Base Damage: Canada and the canada and	Bit Bonuse iption melee at a melee at if this is his abil mage:Qd4 disadva b break tired agg dd4:Nr, anged at f this h pull thech has ge:Qd4: thech has ge:Qd4: cech has ge:Cd4: cech has ge:Cd4: missed by the cech has	attack againits, infiited hairing antage, tresistance are sisten antage, tresistance are track againts, remme target (Combo P. INT) INT) and attack againts, remme target (Combo P. INT) and attack againts, remme target (Combo P. INT) and attack againts, remme target (Combo P. INT) and attack has a st f Magnett ttack the wards, relamage (Qdi agan, Immg form gran gran agan Immg form gran agan Immg form gran antage (Target agan agan Immg form gran antage (Target agan agan Immg form gran antage (Target agan agan agan agan agan agan agan aga	inst a lict 1 s Combo sic) gainst 3 argeting ee, you che enemy. inst a ove one way free to comperty. against tack of ized a tack and tack of ized a ta	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Preparation (at-will)	sionic Pov	rer	You ga energy i physical manage state of the check wor other somet manage state of the check wor other somet check wor other somet making with the making when you infile extensions.	Charges Lin a psic. .nto your .signs of while the control of the	Description of the second of t	Bonuses Detion ity to cloor tools; ility if such a tid a lesselly takin into cloor tools; ility if such a tid a lesselly takin into cloor tools; ility a tid a lesselly takin into cloor tools and you and you conting. Mercury': Avert fo a one ste minute. ding an este minute. ding an a tion 2 mi ilitech ! it if infl pick on an Enchart the nee effect : on damage your nex 'l. again. Al again. Al again. Al again. Al again. Al again. Al again.	mannel psi you decidente you decidente you decidente you decidente you migh ally pass come into unity to a rered in the young and the young an	outling to the control of the contro
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Approach Mag Field Approach	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major targets their inflict Major targets stack of towards Major target stack of the target stack stack of the target stack stack of the target stack of the target stack stack of the target stack stac	Stat Charges Action: t within of Magnet coperty. within: Fortitude 1 stack of [Base Action: within: f Magnet: within: f Magnet t within f Magnet	Make a : range. I i range at e. If you of Manner of Mann	Bit Sonuse interest of this P in is ability and in its ability of the second of the se	attack againits, infitech hairits, infitech hairits, infitech hairits, infitech hairits, infitech hairits, infitech hairits, remote target (Combo Print) INT) attack againts, remote target (Combo Print) INT) attack againts, remote target (Combo Print) INT) attack againts, remote target agains, infitech has a stiff Magnet: ttack the wards, relaming agon. Improve agains of Magnet agon. Improve agains of Magnet agon. Improve agains of Magnet agon of Magnet	inst a lict 1 s Combo sic] gainst 3 argeting ce, you come 1.15 feet 1.15 feet coperty. inst a ove one and coperty. inst a ove one and coperty. Inst a coperty. Impact pact Form ts +1 DD	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Preparation (at-will) Preparation (lesser)	sionic Pov	rer	You ga Yo	Charges Lin a psic. .nto your .signs of while the psic. action: Wagnore any action: Wagnore any action: Fan abilitate action: Fan abilitate action: Action: .signores of movi action: Action: .signores of movi action: Action: Action: .signores of movi action: Action: Action: .signores of movi action: After action: Action: .signores of movi action: After action: Action: Action: No k roll, y .conal dame	Description and the property of the property o	Bonuses Potion ity to cloor tools; ility if such a tid a lesselly takin in correction, ustoned to the correction of th	mannel psi you decic any exist ing, you ing, you psi slot to g advanta. you migh ally pass come into anity to a wered in t con attack, nst the an ks deal track as wings. A r yoursel; p, and it dibilitech, nutes or it subpowe tt instance s still a s roll, yo tt weapon of itter landi attack di cisted dam	outonic de the d
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat Mag Field Swap Form	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major targets their inflict Major targets stack of towards Major target stack of the target stack stack of the target stack stack of the target stack of the target stack stack of the target stack stac	Stat Charges Action: t within of Magnet coperty. within: Fortitude 1 stack of [Base Action: within: f Magnet: within: f Magnet t within f Magnet	INT O/O Descr Make a: range.I titzed. TI (Base Dar on: Make range at e. If you of Magnet Damage:(Make a: range. I: range. I: range. Ii range.	Bit Sonuse interest of this P in is ability and in its ability of the second of the se	attack againits, infiitech haiting, infiitech haiti	inst a lict 1 s Combo sic] against 3 argeting ce, you che nemy. inst a ove one 15 feet roperty. inst a ove one inst a cannot size a data cannot fixed a tannot move all feilw] Impact pact Form ts +1 DD	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Preparation (at-will)	sionic Pov	rer	You ga Yo	Charges Lin a psic. .nto your .signs of while the psic. action: Wagnore any action: Wagnore any action: Fan abilitate action: Fan abilitate action: Action: .signores of movi action: Action: .signores of movi action: Action: Action: .signores of movi action: Action: Action: .signores of movi action: After action: Action: .signores of movi action: After action: Action: Action: No k roll, y .conal dame	Description and the property of the property o	Bonuses Potion ity to cloor tools, ility if such a ttd a lesselly takin illy takin scretion, unto manifer and your affirm and you affirm and and you affirm and and and and and and and and admaging to the istack. [I	mannel psis you deci any exists iniq, you iniq, you in slot to g advantacy you migh ally pass come into anity to a rered in t con attack, mst the all trans the are yourselip, and it will be a simple of the simple	outonic de the d
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Retreat Mag Field Swap Form	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier Dle, pon Dmg 1d4+4 1d4+4 1d4+4	Major targets their inflict Major targets stack of towards Major target stack of the target stack stack of the target stack stack of the target stack of the target stack stack of the target stack stac	Stat Charges Action: t within of Magnet coperty. within: Fortitude 1 stack of [Base Action: within: f Magnet: within: f Magnet t within f Magnet	INT O/O Descr Make a: range.I titzed. TI (Base Dar on: Make range at e. If you of Magnet Damage:(Make a: range. I: range. I: range. Ii range.	Bit Bonuse iption melee at if this his abil image:Qd4 iption ipti	attack againits, infiitech haiting, infiitech haiti	inst a lict 1 s Combo sic] gainst 3 argeting ce, you come 1.15 feet 1.15 feet coperty. inst a ove one and coperty. inst a ove one and coperty. Inst a coperty. Impact pact Form ts +1 DD	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Preparation (lesser) Preparation (lesser) Airtime (at-will)	sionic Pov	rer	You gate and a state of the check who or other somet of the check of the	Charges Lin a psic into your signs of kill here will here with a lesser where this wise superhing extra action: Wagnore any action: ignores action: Fan ability action: Actio	Description of the property of	Bonuses Detion ity to cloor cools; illity if such a lid a lass a la	mannel psi you decident you decident you decident you decident you migh ally pass some into manifer you migh ally pass some into mattack, not the additional your manifer you have to make the additional your young and it will be a so that you want you was a so the young to young	outonic de the When gain a ge on the also some play, attempt this The control of the con
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Approach Mag Field Approach Swap Form	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier le, pon Dmg ld4+4 ld4+4 ld4+4 ld4+4 ld4+4	Major targets their inflict Major targets stack of towards Major target stack of the target stack stack of the target stack stack of the target stack of the target stack stack of the target stack stac	Stat Charges Action: t within of Magnet coperty. within: Fortitude 1 stack of [Base Action: within: f Magnet: within: f Magnet t within f Magnet	INT O/O Descr Make a: range.I titzed. TI (Base Dar on: Make range at e. If you of Magnet Damage:(Make a: range. I: range. I: range. Ii range.	Bit Bonuse iption melee at if this his abil image:Qd4 iption ipti	attack againits, infiitech haiting, infiitech haiti	inst a lict 1 s Combo sic] gainst 3 argeting ce, you come 1.15 feet 1.15 feet coperty. inst a ove one and coperty. inst a ove one and coperty. Inst a coperty. Impact pact Form ts +1 DD	<u>i.mum</u>		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Quicksilver (lesser) Preparation (at-will) Preparation (lesser)	sionic Pov	rer	You gate physical making stakes this all the cheek spend cheek wor other somet minor also in the cheek with the cheek wor other somet cheek with the cheek with the cheek minor making with the minor next cyou infife extending the cheek cheek minor according to the cheek cheek minor according to the cheek cheek cheek minor according to the cheek ch	Charges Charges Lin a psic into your signs of kill check die. You bility, a k. At the alesser where this wise superhing extra action: W gnore any action: I gnores action: I gnores action: I an ability of the condition of the	Description of the property of	Bonuses Detion ity to cloor cools, or tools, ility if such at the detail of the cool of	mannel psi you decide any exista ining, you ur slot to ga davantaa. you migh ally pass some into unity to a vered in t on attack, nst the aid to a stack, nst the aid ks deal t: can telepe lasts fo: s wings. As r yoursel; p, and it ubilitech, nutes or is as its du icts mult: ex telepelasts fo: s wings. As r yoursel; p, and it ubilitech, it subpowe tt instance, still a ex roll, yot tweapon of the lasts du isted dam alse damed alse disted dam alse damed alse littech, yor move 10 errain.	outonic de the control of the contro
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Approach Mag Field Assault Swap Form Pinning Force	MagnetSpi ial, Douk teric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT	Tier le, pon Dmg ld4+4 ld4+4 ld4+4 ld4+4	Major targets stack of towards stack of towards stack of towards stack of towards major target stack of towards stack of the target in the used stack of the target in the target in the target in target in the target in the target in target in the target in the target in the target in target in target in the target in target i	Stat Charges Action: t within of Magnet coperty. within: Fortitude 1 stack of [Base Action: within: f Magnet: within: f Magnet t within f Magnet	INT O/O Descr Make a: range.I titzed. TI (Base Dar on: Make range at e. If you of Magnet Damage:(Make a: range. I: range. I: range. Ii range.	Bit Bonuse iption melee at if this his abil image:Qd4 iption ipti	attack againits, infiitech haiting, infiitech haiti	inst a lict 1 s Combo sic] gainst 3 argeting ce, you come 1.15 feet 1.15 feet coperty. inst a ove one and coperty. inst a ove one and coperty. Inst a coperty. Impact pact Form ts +1 DD	<u>i.mum</u>		Lodestone ring Type P Name Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Quicksilver (lesser) Preparation (at-will) Preparation (lesser) Airtime (at-will) Airtime	sionic Pov	rer	You ga energy i physical making s Stakes this all the check wor other somet also in the check wor other somet also in the check wor the check with the check with the check when you inff extended the check when you the Aeg. Minor a attact addition the check when you want to the check when you want the check when you want to the check when you want the check when you want to the check when you want the check which want the check when you want the check when	Charges Charges Lin a psic into your signs of kill chee die. You bility, a lesser where this wise superhing extra action: W gnore any action: E action: E and abilit e of movi ict throw ded by 1 co. Linch and Linch action: After the chee's (Lv) you take, a mext mak is and add action: Ne k roll, y conal dama effect co. Linch After that is a condition of the chee's conservation of the conservation of t	Description of the property of	Bonuses Detion ity to cloor foots, ility if such a tid a lessed and lessed	mannel psi you decide any exista ining, you our slot to g advantacy you migh ally pass nome into unity to a vered in t on attack, mst the and the state of the state of the st	outlionic de the control of the cont
Steel MagnetSpike Type Spec Eso Name Strike Round Strike Mag Field Approach Mag Field Approach Mag Field Assault Swap Form Pinning Force	MagnetSpi ial, Doubteric Wee Dice [2] Qd4+INT Qd4+INT Qd4+INT Qd4+INT	Tier le, pon Dmg ld4+4 ld4+4 ld4+4 ld4+4	Major targets stack of towards stack of towards stack of towards stack of towards major target stack of towards stack of the target in the used stack of the target in the target in the target in target in the target in the target in target in the target in the target in the target in target in target in the target in target i	Stat Charges Action: t within of Magnet coperty. within: Fortitude 1 stack of [Base Action: within: f Magnet: within: f Magnet t within f Magnet	INT O/O Descr Make a: range.I titzed. TI (Base Dar on: Make range at e. If you of Magnet Damage:(Make a: range. I: range. I: range. Ii range.	Bit Bonuse iption melee at if this his abil image:Qd4 iption ipti	attack againits, infiitech haiting, infiitech haiti	inst a lict 1 s Combo sic] gainst 3 argeting ce, you come 1.15 feet 1.15 feet coperty. inst a ove one and coperty. inst a ove one and coperty. Inst a coperty. Impact pact Form ts +1 DD	imum		Lodestone ring Type P Name Temper (affinity) Quicksilver (at-will) Quicksilver (lesser) Preparation (lesser) Preparation (lesser) Airtime (at-will)	sionic Pov	rer	You ga energy i physical making s Stakes this all the check wor other somet also in the check wor other somet also in the check wor the check with the check with the check when you inff extended the check when you the Aeg. Minor a attact addition the check when you want to the check when you want the check when you want to the check when you want the check when you want to the check when you want the check which want the check when you want the check when	Charges Charges Lin a psic into your signs of kill check die. You bility, a lesser where this wise superhing extra action: Wignore any action: Fam abilitie of movi ded by 1 condition ict throw ded by 1 condition. We roll, you take inext make is and addition. No k roll, you take the tar that ig uion: Afte that ig sion: Afte that ig ion: Afte that ig uion: Afte k the tar	Description of the property of	Bonuses Bonuses Detion ity to cloor tools, ility if such a tit d a lesselly takin in the control of the cont	mannel psi you decide any exista ining, you our slot to g advantacy you migh ally pass nome into unity to a vered in t on attack, mst the and the state of the state of the st	outlionic de the control of the cont

Slashin	g mode	HÂNGE	Sheath Sheath Carry image
(This weapon al		This we	bet (melee) 30 feet (Ranged) apon may use INT or STR. ts Slash Form, and all of the Abilitech's damage ice reflect that.)

Notes: This weapon inflicts Magnetized, a unique status condition specific to this weapon. If a target has more than 3 stacks of Magnetized on them, they suffer Crippled (10).

Slashing mode is similar to a bow but with the arms replaced with blades and the string being replaced with a handle. Impact mode is a battle fan. Example image above

Airtime (lesser)	Pd4+PCM	2d4+4	Minor action: Coming down the mountainside! After landing a damaging attack, check if you moved at least 20 feet towards the target on this turn prior to attacking. If you did, you deal additional damage equal to the listed damage. [Base damage: Pd4+PCM]
Unravel (at- will)			Minor action: When making an abilitech, you Aim for the attack, but with the bonus die raised one step.
Unravel (lesser)			Free action: After landing an attack, you also inflict DoT (P, 5 rounds) on the target.
Unravel (lesser)			Minor action: At the seams. After landing an attack, you also inflict Rupture (P, 2 rounds) and may have the damage roll from this landed attack benefit from it. Rupture from Unravel stacks with other Ruptures.
Heartseeker (at-will)			Minor action: When landing an abilitech, you also gain +2 crit range on the attack roll.
Heartseeker (lesser)			Free action: After landing an abilitech, inflict Lethal (damage roll, 1 minute). Lethal from Heartseeker stacks twice. [Base damage: Pd2+PCM]
Heartseeker (lesser)			Minor action: When landing an abilitech, you also gain +4 crit range on the attack roll.
Scramble (at- will)		·	Minor action: When landing an attack, you also give the target disadvantage to skill checks for $$\rm 1\ round.$
Scramble (lesser)			Free action: After landing an attack, the target suffers Setback (2).
Scramble (lesser)			Minor action: Create an opening. After landing an attack, the target is Exposed, Impaired, or Stuck, of your choice, until the end of your next turn. Alternately, you may extend the existing duration of all such conditions on the target by I cound.

"Magic swords are no basis for a form of government!"

Hands: None, Range: Special.

Notes: A given Enchant subpower may only be cast once per turn, and have the same target(s) as the attack they modify.

Racial | Presence of Mind: Overdrive
Once per strife, you may either make a missed
attack roll still deal haif damage (but no
effects), or make a landed attack deal 50% bonus
damage.

Keeper, lvl 1. Sentinel Your Hit Dice have +1 die sire, you can use Constitution when determining your armor, and you gain a unique block radius of 5 feet: if you can Block as a reaction, you can do this on all attacks that target or originate within this radius, not just attacks against you.

Pick this when you have two Steps of your pillar!

Pick this when you have four Steps of your pillar! Pick this when you have six Steps of your pillar!

Pick this at level 5! Pick this at level 11! Pick this at level 17! Pick this at level 19!

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

Uprising, Seraph, Sentinel/Slayer

You are a Sentinel! You are a survivor and a controller, able to weather the harshest conditions and impose your own in return. Sentinel

Keystone Path: when taken, you cannot enter any other Keystone Paths.

When you take any Step in Path of the Seraph, you gain an ability called Aerial Break. Whenever you inflict forced movement (or knock targets Frone) through a damaging abilitech or subpower, you can inflict the Airborne condition instead of moving them (or additionally, if knocked Frone), which suspends the target(s) 5 feet midair until the end of your turn. While Airborne, targets cannot take

While Airborne, targets cannot take reactions, all attack rolls and skill reactions, all attack folls and skill checks made against them have +1 to hit per 10 feet of forced movement (stacks across multiple instances, to +6), and Prone is modified to grant advantage on all attack rolls instead. When landing a damaging attack you can take -1 die size to push the target 10 feet (or an additional 10 feet) as well.

Your first damaging attack against an Airborne target has +2 to hit. This bonus increases by +2 with every subsequent attack this turn, up to +6 to hit.

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 Calculation, Knowledge, Reason, or Exploitation. Erudition

Expertise: Computing Through hands-on experience and practice, you understand how to use computers and other digital interfaces. Whenever using such devices, you add one Stakes die.

Pick this at level 3!

Pick this at level 7!

Pick this at level 9! Pick this at level 13!

Pick this at level 15!

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

Build Grist Т1 Yarn 15 Т2 Т3 0 Т4 Т5 0 800 Boondollars (extra space) (extra space) 0 0 The Magnet Modus works through

	Sylladex (Magnet Modus)								
What kind of captchalogue deck do you have?	Packrat								
Your items only deal ejected, but you can one size bigger than (default is Large),	captchalogue items or you or smaller								
	s. (unhide rows below								
What's your fetch									
does it take to us	e it?								
Magnet	Engineering								
Great! You use thi									
making attacks with your sylladex.									

Backstory (what's their story?) Your name is Ferrus Lodite, a Gold-Blood of 20 years of age and, more importantly, an upcoming scientist and inventor in the Alternian Empire with lofty goals and high to make your mark in history and change the world, despite being a lowly lowblood. Despite your pedigree, intelligence, portfolio, and the sponsorship of your beloved Jade-Blood Mother, you remain self-employed, working in the garage of your hive, which you have long since converted into a makeshift workshop and lab. It still irks you to this day that you lack proper facilities to work in, but you make do and will continue to make do as long as your lungs still draw breath. What does not irk you, however, is the progress you've made in your muse, your field of interest, the very thing that sparked your journey into becoming a scientist and inventor in the first place: Magnetism. Of course, you would not be an inventor worthy of the title if you had nothing to show for it. Thus, you find it best to show the trolls who earn your ire and your companionship your current pride and joy until you improve even further upon the design: The Magnet Spike. An item once relegated to the realm of fiction, now a deadly weapon within your grasp to handle any uppity troll that dares get in your way. Of course, there is always room for improvement, even if your current resources and knowledge limit you. It is such a shame that no one will give you the proper facilities to truly show the world what magnets are capable of, but you will make do. Somehow. However, even with your fascination and current obsession with the force known as magnetism, you are not a one-trick pony; you cannot afford to be if you ever want to make progress or stay alive in the Alternian Empire as a Gold-blood. quite skilled in numerous scientific fields and are even quite knowledgeable about things on the more esoteric side of science. However, computational devices and their ilk shall always be your area of greatest skill and talent, thanks to your apprenticeship under your beloved mentor, an older gold-blood who took you under his wing. Even if you wish that your knowledge of magnetism was ahead, you still appreciate and respect the capabilities of computer science and other scientific fields-both those you are trained in and those you are not. After all, all of them have been quite momentous in helping you study, control, contain, and empower the magnets used in your inventions and detailed in your schematics. A great example of this is the wonderful medical device that is the MRI scanner. Not only is it a testament to how science benefits from the collaboration of diverse knowledge bases, but it also demonstrates the power and potential magnets have in ways that help people. And all of this does nothing to touch upon the defensive potential of magnetism, as demonstrated by our planet's very own magnetic field! However, despite pointing all of this out, you still have yet to gain the proper funding and resources needed to dive deeper into your research. Oh well, you just need to create a patent or a few that are useful and popular enough to allow you to build your own laboratory and fund all your research and inventing yourself. After all, you have no intention of debasing yourself and your work by working for or being sponsored by anyone who simply sees your work as a way to make even more money that they do not need or remain in meaningless positions of power that do not matter

Art

in the grand scheme of anything.

Personality (what are they like?)

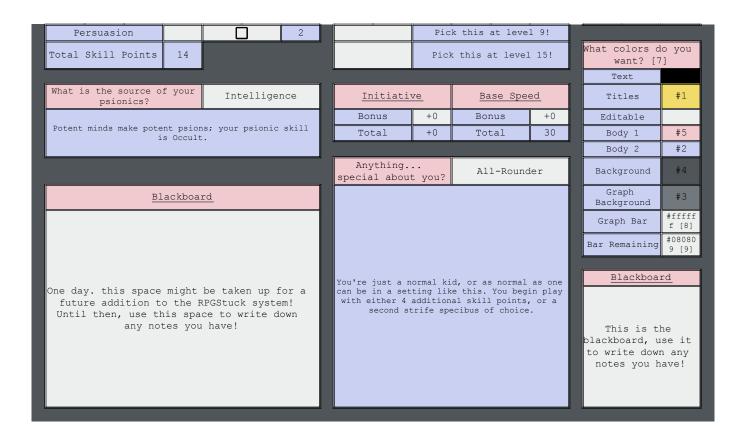
In short, you will carve your way into history and change the world whether it wants to be changed or not, even if it means having to drag every single troll, be they highblood, lowblood, or in between, into the bright future screaming. And if they get in the way of that bright future? They will meet a dark present that will stop them from ever seeing the bounty of your harvest.

Personality traits Calculating, Logical, Reasonable, Temperamental, Cold, Callous, Efficient,	
Disregards hierarchy, Soft spot for loved ones, and Stoic	
What does your character want? Ferrus has many desires at heart, but they all contribute to one central aim: to matter. Ferrus wants to matter beyond being just another body count on someone's list, a battery in some fucker's spaceship, or a statistic in the database of the Alternian Empire. He wants to be important, to make a difference, and he wishes to achieve this by doing more than just taking lives or bringing ruin, despite how easily he could with his knowledge. Ferrus wants to create; he wants to change the Alternian Empire for the better, at any cost.	
This is where his desire to become a successful and renowned scientist and inventor comes in. To achieve this, he first plans to discover more applications for magnetism that can be used in both civilian and military sectors. Second, he aims to secure popular patents to fund his research and build his own lab, where he won't have to dumb things down or cater to those who only care about money or maintaining power through fear and destruction. Third, he wants to make a name for himself, to become so essential to the functioning of the Alternian Empire that they cannot stop or remove him without causing their infrastructure to collapse.	
Therefore, despite his cold demeanor, Ferrus will always try to be helpful and cordial to others—at least to those who aren't working against him.	
What does your character struggle with? Despite all his efforts to remain logical and focus on more important matters, Ferrus still struggles with his temper and maintaining his composure whenever he feels slighted by others—whether they refuse his help, disregard his advice, mock his work, or are only interested in material possessions and positions of power instead of furthering the development of science for the sake of progress. However, he is reasonable and willing to let things slide when given a good enough explanation, though he will hold a grudge.	
Finally, when the chips are down, what is their strongest trait? Ferrus's strongest trait is his mind. Better put, it is his intellect and his ability to use it with damning efficiency and ruthlessness. An example of this is Ferrus's ability to analyze a situation within a few seconds, weighing the pros and cons of each action he could take, before deciding on a course of action. He will then carry out this course of action in the most efficient way possible to achieve what he considers the optimal result, even if it means destroying everything in his path to reach that outcome.	
Guardian (who raised them?) Ferrus has two guardians, technically three if you want to squint: JadeBlood Mother	Art
Susant Matren, Crowdad, and his fellow Goldblood, Sparks.	
It all began with a Jadeblood on the brink of retirement and a Goldblood troll who was a little too yellow for comfort. The Jadeblood, not wanting the little grub to die simply because he wasn't the right shade of yellow, stowed him away in her beehive hairdo and smuggled him out on her last day as a caretaker. Once safely away, the grub was removed from hiding, and the pair were found by Crowdad. From there, Ferrus's life followed the usual path of a troll grub. As Ferrus grew older and began meeting other trolls, he eventually encountered his mentor, Sparks, who helped him embark on the path he now follows.	
CrowDad is a greedy, gluttonous old crow who is fiercely protective and caring of anything he deems as his. Examples of things he has claimed include anything shiny in his vicinity, Ferrus, Susant, food, their hive, and a rock shaped like a stick. Furthermore, like the non-lusus species he is based on, he is cunning, resourceful, insightful, and capable of limited speech.	
JadeMom, better known to everyone else as Susant Matren, is a kind-hearted JadeBlood who appears to be in her late 40s. She sees CrowDad and Ferrus as her little family that she never could have, due to JadeBlood caretakers not having their own lususes.	
Sparks is a Goldblood hacker who is infamous for his QR code jacket that, when scanned, renders him invisible to drone cameras. He is the one who taught Ferrus everything he knows about computers, software, and hacking. He is also the one who got Ferrus into science after recognizing his intelligence.	
Hobbies (what do they like to do?) Despite his focus on research. Ferrus has hobbies he indulges in for both enjoyment	Art
Despite his focus on research, Ferrus has hobbies he indulges in for both enjoyment and inspiration. After all, he understands that if one does nothing but work, they will burn out, and their results will suffer-making all that time USELESS!!!	
Ferrus's hobbies include model building, tinkering, research, studying, reading fiction, playing action video games like Monster Hunter, music, hiking, cooking, baking, and beekeeping (apiculture networking). He even has a beehouse mainframe.	
Quirk (how do they type?)	Art
MC[-]It Seems That We Have Reached A Conundrum. You Are In My Way, And I Am In Yours.[+]	
MC:[-]Well, There Is Simple Solution To This Issue.[+] MC: [-]Now Please Hold Still, This Will Only Hurt.[+]	
Roleplay Scribble (what do they RP like?)	Leitmotifs (a musical theme or two, if you wish?)
Looks (what do they look like?)	Playlist spotify [theme 1?]
Stand at 5 feet and 8 inches with a slender build. Similar to hank mcoy from xmen	Rare Americans - Rat Race (Official Lyric Video)
for teeth. SM Notes (is there anything you want the SM to know?)	[Secondary theme]
Lines and Veils are covered by Rpgstuck rules.	[2500Hdd2] UHUMU]
Ferrus is unaware that he is a mutant variant of the Goldblood caste because he has grown up and currently lives in relative solitude under Susant's care. His mutation is that his blood color is closer to proper gold than the usual shade of Goldbloods.	Your Inception - "Cassette Beasts" Original Soundtrack
Knives (something about your character that might be turned against them, or used to raise the stakes.)	[theme 3?]

The thing that could most easily be used against him is simply having someone either slight him or get in his way. That, or putting his loved ones at risk. After all, he has a soft spot for his loved ones and a temper when it comes to being slighted.	
Spoons (little trivia about them that didn't fit anywhere else.)	[Dream]
A little trivia about Ferrus is that, while it may not seem like it due to his professionalism and stoic nature, he is actually a giant video game and comic book nerd with a love for action RPGs, puzzle games, platformers, and superhero comics. As shown by his hobbies, the game he enjoys the most is Monster Hunter. Other games he enjoys are Megaman, Mass Effect, and StarBound. Comic book series that he enjoys include DC, Marvel, and Image Comics. In particular, he enjoys Spider-Man, Iron-Man, and Batman the most.	Cracks In The Dream_
Another thing about Ferrus is that, as already seen in the rest of his bio, he has a fascination with magnetism. However, despite his desire to use it for more helpful inventions, he is most fascinated by its potential for more destructive applications, as seen in his current magnum opus: the Magnet Spike.	
Influences (what sort of media does your character relate to? Specifically media, like books, videogames, etc)	[GodTier]
Monster Hunter, Megaman, Mass Effect, Skyrim, Half-Life, Portal, Nova-Drift, Warframe, Starbound, DC, Marvel, and Image Comics.	[Glitch Hop or 110BPM] - Tristam - Till It's Over [Monstercat Release]
Patterns (Sburb players are by definition weird. Any weird events that keep recurring in their lives?)	[Shipping Song]
The only weird events that reoccur in their life are the ones they create themselves through their research and tinkering, especially when it comes to their research in more esoteric and occult subjects.	<u>Never Be</u>
Solutions (how do they go about solving a problem?)	[Entry Song]
Ferrus's solution to problems is to analyze the problem before approaching it in the most efficient way for the most optimal results, with no regard for others or how ruthless he is in his actions.	orter Robinson - Goodbye To A World (Official Audio)

Continue of March 1997 Continue of Section 1	Taken	Level	Considered Steps & Specs	Description	Pillar Milestones	Notes & Planning
Service of the spiriture of the spiritur				Keystone Path: when taken, you cannot enter any other Keystone Paths.		
All-Pounder All-Pounder Thirty but a security at each many in one on the in a company of the c	0	Key	Uprising, Seraph, Sentinel/Slayer	When you take any Step in Path of the Seraph, you gain an ability called Aerial Break. Mhenever you inflict forced an overement for knock targets Prone) through a damaging tition instead of moving them (or additionally, if knocked Prone), which suspends the target(s) 5 feet middle until the end of your turn. While Airborne, targets cannot take reactions, all attack rolls and skill checks made against them have +1 to hit per 10 feet of forced movement (stacks across multiple instances, to +6), and Prone is modified to grant advantage instances, to -6), and Prone is modified to grant advantage you can take -1 die size to push the target 10 feet (or an additional 10 feet) as well.		Grants the ability to apply the airborne condition to enemies instead of forced movement or in addition to making them prone until the end of my turn. I'll need to alchemize a way to extend the airtime, as for now it only benefits my minor action attacks and allies.
All-Smootder All-		0		Once per strife, you may either make a missed attack roll still deal half damage (but no effects), or make a landed		
Sergely,	0	1		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	+1 de size, you can use Constitution when determining your armor, and you gain a unique block radius of 5 feet: if you can Block as a reaction, you can do this on all attacks that target or originate within this	
Separated Publy Separate Security Separate Security Securi		2	Seraph,	+2 to hit. This bonus increases by +2 with every		
Some continued and the control of		4	Shieldbearer,	you can either increase the distance moved by 10 feet, or exchange any forced movement for knocking the target	Controller: Any damaging attacks that inflict a negative condition or effect have +1 die size to damage.	Benefits me by increasing the forced movement from Mag Field Approach and Mag Field Retreat, and grants another way to apply the prone condition. All of this synergizes with Uprising, which directly benefits from both. Controller will always proc with the basic ablitechs of Magnet Spike and will proc with the advanced once with the right alchesy.
Corporation, when you and Milty dire as a borns to a demape only count bow may die sizes it is shower mild. You show that sizes it is shower mild. You show that sizes it is shower mild. You show the damage coll, count bow may die it is sizes it is shower mild. You show the damage coll, count bow may die it is sizes to be limited in the count of the damage coll and the bound die: If you are sendence adding maliple sets of bomms dies, you make as the limited in the count of the damage coll and the bound dies. If you are sendence adding maliple sets of bomms dies, you make a mild the sizes in the limited in the count of the		5	Lunge	attacking them on the same turn, your damage roll against		or, better yet, to trigger freely on airborne targets. After all, I'll be forcing the enemies to come to me, not the other way
Flury Stance, Thousand Cuts, Slayer Flury Stance, Thousand Cuts, Slayer Flury Stance, Thousand Cuts, Sl		0	Carmine,	You may take F times that number (min 1) (if 2Pd(X), multiply by 2 too) true damage to HP, then add +2 die sizes to both the damage roll and the bonus dice. If you are somehow adding multiple sets of bonus dice, you must take the highest possible self-damage but may add +2 die		Of course, it will require me to use Enchant: Preparation (lesser) or Enchant: Airtime (lesser) for the bonus damage to trigger the step's die size increase. Unless I alchemize another way to gain bonus damage or trigger Lavish Bloodburst. Additionally, as my first life drain step, I will need to med a method to regain HP. P.S: Still need to alchemize a way that allows forced movement towards me to
Controlled Flurry, Thousand Cuts, Slayer Thousand Cuts, Slayer Thousand C		8	Flurry Stance, Thousand Cuts, Slayer	make two of it at -50% damage each, rounding up. You cannot use an attack that uses rounds/charges, makes multiple attack rolls, automatically hits, or deals damage after the initial attack. Both attacks consume the same action and resources, if any.		Flurry Stance-You know it, you love it, and it's what will allow some wacky things to happen with this build. Firstly, it works with Ultraviolence and Uprising to grant even bigger hit bonuses, allowing called shots to be used without worry. Even better, more attacks mean more stacks of Magnetize and more forced movement.
resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient. Pury of the True Hero, Immortal, Sentinel Cuts and Glosy, Marauder, Sentinel Cuts and Glosy, Marauder, Sentinel Thanergetic Byproduct, Carmine, Sentinel's Sentinel Carmine, Sentinel's Sentinel Carmine, Sentinel's Sentinel Carmine, Sentinel's Sentinel Carmine, Sentinel's Senti		10		any. You cannot make an attack you otherwise cannot make (e.g. you cannot combo attack as a minor action and a major action attack alongside it), but the split actions		Controlled Flurry: Mag Field Retreat and Mag Field Approach. Attraction and Repulsion. Enough said.
Fury of the True Hero, Immortal, Sentinel 12 Guts and Glory, Marauder, Sentinel 13 Thanergetic Byproduct, Carmine, Sentinel/Slayer 14 Martial Training 15 Martial Training 16 Lunge 17 Martial Training 18 Carmine, Sentinel/Slayer 19 Lunge 19 Lunge 19 Lunge 19 Lunge 10 Lunge 10 Lunge 11 Searph, Sentinel/Slayer 11 Solar, Sentinel/Slayer 12 Fall Solar, Sentinel/Slayer 13 Stathunter, 14 Sentinel/Slayer 15 Stathunter, Sentinel/Slayer 15 Stathunter, Sentinel/Slayer 16 Stathunter, Sentinel/Slayer 17 Martial Training 18 Carmine, Sentinel/Slayer 19 Lunge 19 Lunge 10 Lunge 10 Lunge 11 Stathunter, Sentinel/Slayer 12 Stathunter, Sentinel/Slayer 13 Stathunter, Sentinel/Slayer 14 Stathunter, Sentinel/Slayer 15 Stathunter, Sentinel/Slayer 16 Stathunter, Sentinel/Slayer 17 Stathunter, Sentinel/Slayer 18 Stathunter, Sentinel/Slayer 18 Stathunter, Sentinel/Slayer 19 Stathunter, Sentinel/Slayer 10 Longe 10 Stathunter, Sentinel/Slayer 10 Stathunter, Sentinel/Slayer 10 Stathunter, Sentinel/Slayer 10 Longe 10 Stathunter, Sentinel/Slayer 10 Longe 10 Stathunter, Sentinel/Slayer 10 Stathunter, Sentinel/Slayer 10 Longe 10 Longe 10 Stathunter 10 Longe 10 L		11	Resilience	resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient.		Resilience: Fortitude
Thanergetic Byproduct, Carmine, Sentinel/Slayer To Baptism, Carmine, Sentinel/Slayer To Baptism, Another Die Sire Increase Another Die Sire Increase Another Die Sire Increase		12	Hero, Immortal,	or lower in a strife, as a free action you may enter a heroic fury. You heal for HP equal to twice your Level and gain Regen (P, 5 rounds). While the Regen persists, you count as being at half HP or less and add +1 die size	resistance. You become proficient with this resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are	Resilience: Reflex A way to recover HP and gain a die size increase, all in one!
means or reduce your max HP through a Step, you may choose to take P true damage to Empower your next damage roll. 17 Martial Training 18 Iron Baptism, Carmine, Sentinel/Slayer 19 Lunge 19 Lunge Angelic Volition, Seraph, Sentinel/Slayer Angelic Volition, Seraph, Sentinel/Slayer 10 Starhunter, 20 Starhunter, 21 Starhunter, 22 Starhunter, 33 Starhunter, 34 Starhunter, Sentinel of take P true damage to Empower your next damage to Empower your next damage from the same tracks. Steps in the starting have a part of an hit die rolls to 3. 23 A small bonus to hit and defense A small bonus to hit and defense A way to gain regeneration and bonus damage, all at the cost of a hit first the plus mods, 4 rounds) and your next four damage. A way to gain regeneration and bonus damage, all at the cost of a hit first the plus mods, 4 rounds) and your next four damage. A way to gain regeneration and bonus damage, all at the cost of a hit first the plus mods, 4 rounds) and your next four damage. A way to gain regeneration and bonus damage, all at the cost of a hit first the cost of a hit first the plus mods, 4 rounds) and your next four damage. A way to gain regeneration and bonus damage, all at the cost of a hit first the cost of a hi		14	Guts and Glory, Marauder, Sentinel	damage rolls and Block dice have +1 die size.		A way to gain a die size incease.
# 1 to all resistances Iron Baptism, Carmine, Sentinel/Slayer As a free action on your turn, roll a mit Die (without spending it) with advantage, then reduce your HP and max A way to gain regeneration and bonus damage, all at the cost of a hi I'll need to alchemize a method to have this regeneration stack or with Fury of the True Hero. If you moved 20 feet or more towards a target before attacking them on the same turn, your damage roll against them has *2 die sizes.		16	Byproduct, Carmine,	means or reduce your max HP through a Step, you may	have another +1 die size and turn any	Another way to gain a die size increase: Two this time.
Iron Baptism, Carmine, Sentinel/Slayer 19		17	Martial Training	+1 to all resistances.		A small bonus to hit and defense
Lunge attacking them on the same turn, your damage roll against them has +2 die sizes. Angelic Volition, Seraph, Sentinel/Slayer first makes one additional attack but this attack deals -50 damage. If it makes one attack per target for some number of targets, you may make one additional attack but this attack deals -50 damage. If it makes one attack per target for some number of targets, you instead gain +1 die size on those attacks. Fall Solar, Starhunter, When using a damaging melee attack, you may give it +1 die size, but a roll of 4 or less on the d20 causes a backlash, dealing half the base damage to yourself and Another Die Size Increase		18	Carmine,	spending it) with advantage, then reduce your HP and max HP by the roll. You gain Regen (average HD size minus three plus mods, 4 rounds) and your next four damage rolls gain half the max HP reduction as bonus damage.		A way to gain regeneration and bonus damage, all at the cost of a hit die. I'll need to alchemize a method to have this regeneration stack or merge with Fury of the True Hero.
Angelic Volition, Seraph, Sentinel/Slayer Fall Solar, Starhunter,		19	Lunge	If you moved 20 feet or more towards a target before attacking them on the same turn, your damage roll against them has +2 die sizes.		
backlash, dealing half the base damage to yourself and		20	Seraph,	If you make multiple attacks at once as part of an abilitech or subpower, or an ability to the same effect, you may make one additional attack but this attack deals -50% damage. If it makes one attack per target for some number of targets, you instead gain +1 die size on those attacks.		Best used for Mag Field Assault and Round Strike
all targets within the melee attack's range.	0	20		When using a damaging melee attack, you may give it +1 die size, but a roll of 4 or less on the d20 causes a backlash, dealing half the base damage to yourself and all targets within the melee attack's range.		Another Die Size Increase

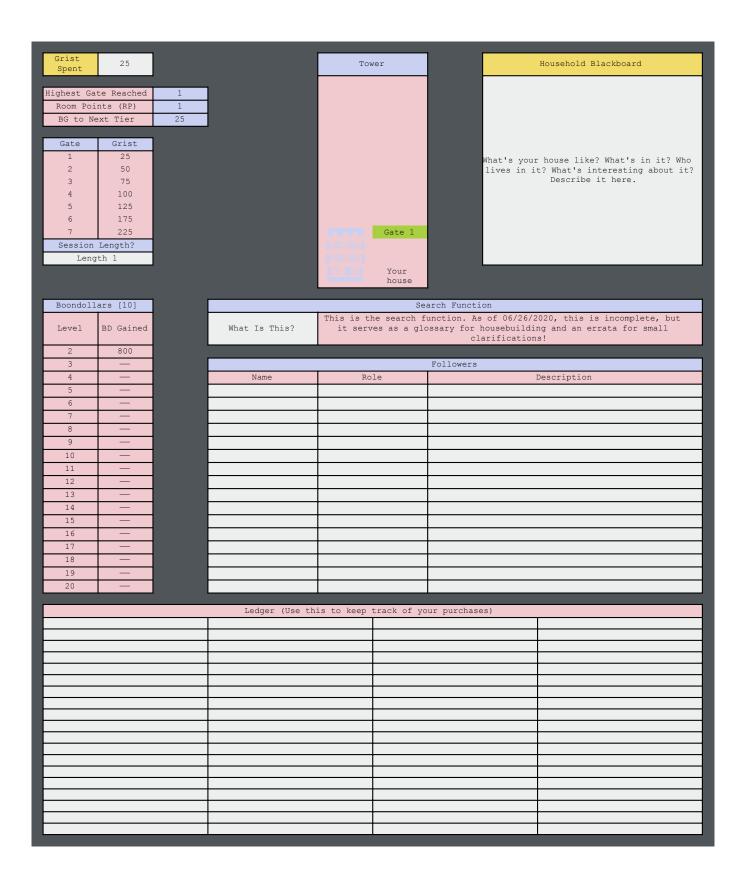
This is your echeladder! Here, you give each rung whatever name you feel appropriate, and each level tells you what										take yo	Every time you level up, take your HD's average and add it under the roll column.		
you gain at that level.					Ability Stats						<u>HP</u>	<u>Roll</u>	<u>Total</u>
Level	Rung Nam		<u>Benefit</u>	<u>s</u>	Stat	Initi al	Racia 1	Bonus	Total	Mod	Level	d10	10
1	[Lodeston Impulse]		See character cr		STR	8			8	-1	1	10 [3]	22
2	Magnetic Asc	ender	1 Step, 2 stat po skill poin		CON	14			15	+2	2	6	30
3	[note that don't]	you	1 Decor, 1 S	tage	DEX	10			10	+0	3		_
4	[need to fineed	i11	1 Step		INT	15	2		18	+4	4		_
5	[rung out	t]	Lvl 5 Specializat stat points, 3 points		WIS	13			13	+1	5		_
6	[before you s	start]	1 Step		CHA	12			12	+1	6		_
7	[just fill l 1]	evel	1 Decor			Hit	Die	d:	10		7		_
8	[and do the	rest]	1 Step, 2 stat po skill poin			Cas	ste	Lo	OW		8		
9	[as you go a	long]	1 Decor, 1 S	tage		,				u	9		_
10			1 Step		What'	s your	race?		Gold		10		
11			Lvl 11 Specializa stat points, 3 points		Has +2	2 INT. Rá	acials a	re eithe	r Presen	ce of	11		_
12			1 Step			1	Mind or	Lowblood	•		12		_
13			1 Decor	into 2							13		
14			1 Step, 2 stat po skill poin	ts	And your racial Presence of Mind:				Mind:	14		_	
15			1 Decor, 1 S	ability? Overdrive						15		_	
16			1 Step							16			
17			Level 17 Speciali 2 stat points, 3 points								17		_
18			1 Step							18			
19			Any one Specialization								19		
20			2 Steps, 2 stat points, 3 skill points			r strife c roll st					20		
	Points (You s 6 skill points		Expertise?	Max [5]		s), or n	nake a l				P	sionics	:?
At	level 1)		[2								Hybrid	
	ndurance			2									
Ac	robatics			2							have Psi	lesser sl Vulnerabi one subpov	lity, and
Sleig	ght of Hand			2							psi pow abilit	er and one ech of one	special strife
	Stealth			2							Step, unknown	s. When yo you can le subpower o	arn one r special
	gineering	3		4	Stat Level	Stat	Stat	What resistance are you proficient in? At character creation,		in? At tion,	unknown subpower or special abilitech per psi power or strife specibus you know, when you gain a Decor you gain 1 skill point, and you		
						1	2		ck one.	[6]		lie size to Die.	
	Occult 4			2	5	Int	Con		ltude lex				
	mal Handling										How	psionica	11y
	Insight 1 2				8				11			itive are	
	Medicine 1			2	11			1	stats			sistance -4 malus	
	Perception 1 Sanity			2	17			-	One	Con			
	urvival			2	20				Two	Int	Psi	onic Sl	ots
	eception			2							Slots	Bonus	=
	imidation			2	Stag	es (you	-		ry sec	ond	Lesser	0	3
Per	rformance			2	Decor) Pick this at level 3! Greate r O					0			



Name	Tier	Specibus	Effect	Flavor Text
Steel MagnetSpike	0	MagnetSpikekind		A homemade device created by a magnet-obsessed Goldblood. Make no mistakes; this is a deadly and complicated weapon despite its simple homemade appearance.

Name	Tier	Effect	Flavor Text
			Plates of scrap metal strapped
Scrap Metal Armor	0		on and over Ferrus's clothing.
Lodestone ring	0	PSIONIC FOCUS	A ring made out of a lodestone.
Casual Clothes	0		Your casual everyday clothes
Steel-Toe Boots	0		

Item	Components	Cost	Tier	Description
Example Item	Item A && Item B	[example cost]	X	this is a placeholder text.



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 [11]	MagnetSpikeKind
Notes [12]	Range: 5 feet (melee) 30 feet (Ranged) This weapon may use INT or STR. (This weapon always starts in its Slash Form, and all of the Abilitech's damage dice reflect that.) Notes: This weapon inflicts Magnetized, a unique status condition specific to this weapon. If a target has more than 3 stacks of Magnetized on them, they suffer Crippled (10).
Type [13]	Special, Double, Esoteric Weapon
Name [14]	Description [15]
Strike	Major Action: Make a melee attack against a target within range. If this hits, inflict l stack of Magnetized. This abilitech has Combo Property. [Base Damage:Qd4+INT, Basic]
Round Strike	Full Round Action: Make a melee attack against 3 targets within range at disadvantage, targeting their Fortitude. If you break resistance, you inflict 1 stack of Magnetized against each enemy. [Base Damage:Qd6+INT, Basic]
Mag Field Approach	Major Action: Make a ranged attack against a target within range. If this hits, remove one stack of Magnetized, and pull the target 15 feet towards you. This abilitech has Combo Property. [Base Damage:Qd4+INT]
Mag Field Retreat	Major Action: Make a melee attack against a target within range. If this hits, remove one stack of Magnetized, and move 15 feet away from the target. This abilitech has Combo Property. [Base Damage:Qd4+INT]
Mag Field Assault	Full Round Action: Make a ranged attack against every target within range that has a stack of Magnetized. For every stack of Magnetized a target has, make an additional attack that cannot be used for called shots. Afterwards, remove all stacks of Magnetized [Base Damage:Qd6+INT]
Swap Form	Major Action: Switch between Slash and Impact forms. Slash Form is a double weapon. Impact Form is a two handed weapon. Impact form grants +1 DD when used.
Pinning Force	Major Action: Make a ranged attack against a single target that has 2 stacks of Magnetized, targeting Fortitude. If you break resistance, you inflict Prone.

Additional Steps [16]						
Name [17]	Description [18]					
Example Step	This is a description.					
3	And other description.					
5	And another.					
7	You know how this gag goes.					

Blackboard

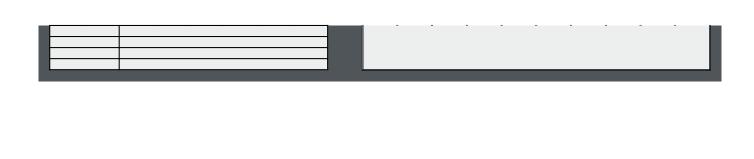
This is a blackboard, use it to write down any notes you have!

	MagnetSpi	Tier	0	Stat	STR	Hit	+1 to	hi+	
Special Double									
Type Esoteric Weapon			Ammo/0	Charges	0/0	Bonuses	to hit:	0	
<u>Name</u>	<u>Dice</u>	<u>Dmg</u>	<u>Description</u>						
Strike			Major Action: Make a melee attack against a target within range. If this hits, inflict 1 stack of Magnetized. This abilitech has Combo Property. [Base Damage:Qd4+INT, Basic]						
Round Strike			Full Round Action: Make a melee attack against 3 targets within range at disadvantage, targeting their Fortitude. If you break resistance, you inflict 1 stack of Magnetized against each enemy. [Base Damage: Qdf:NTM, Basic]						
Mag Field Approach			Major Action: Make a ranged attack against a target within range. If this hits, remove one stack of Magnetized, and pull the target 15 feet towards you. This abilitech has Combo Property. [Base Damage: Qd4+INT]						
Mag Field Retreat			Major Action: Make a melee attack against a target within range. If this hits, remove one stack of Magnetized, and move 15 feet away from the target. This abilitech has Combo Property. [Base Damage: Qd4+INT]						
Mag Field Assault			Full Round Action: Make a ranged attack against every target within range that has a stack of Magnetized. For every stack of Magnetized a target has, make an additional attack that cannot be used for called shots. Afterwards, remove all stacks of Magnetized [Base Damage:Qdf+INT]						
Swap Form			Major Action: Switch between Slash and Impact forms. Slash Form is a double weapon. Impact Form is a two handed weapon. Impact form grants +1 DD when used.						
Pinning Force			Major Action: Make a ranged attack against a single target that has 2 stacks of Magnetized, targeting Fortitude. If you break resistance, you inflict Prone.						
Range: 5 feet (melee) 30 feet (Ranged) This weapon may use INT or STN (This weapon always starts in its Slash Form, and all of the Abilitech's damage dice reflect that.) Notes: This weapon inflicts Magnetized, a unique status condition specific to this									

Notes: This weapon inflicts Magnetized, a unique status condition specific to this weapon. If a target has more than 3 stacks of Magnetized on them, they suffer Crippled (10).

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] 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] 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!
- [5] The number of skill points you can have in a skill is capped by the higher of either your Proficiency or your stat.
- [6] Being proficient in a resistance lets you add your Proficiency bonus to it.
- [7] 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.

[8] 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.

[9] 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.

[10] 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.

- [11] Well, what's its name?
- [12] If it has a range, or ammo, or some special notes about it, put that here.
- [13] Is it a psionic power, or some strife specibus?
- [14] Each abilitch or subpower, its name goes here.
- [15] 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.
- [16] If you have custom steps you want to use, you can put those in here!

- [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.