

Level:	2	Magnetic Ascender
65 XP	Next level at 130 XP	

Ferrus Lodite	Dream Moon [1]
Male Gold-Blood (Mutant)	Class of Aspect
MagneticCalamity [MC]	Land of Zips and Islands
temphis_	"Attraction... Repulsion... All it takes is a little force.."

Wardrobiefier		
Hand	Wardrobe	Hand
Steel MagnetSpike	Scrap Metal Armor	Steel MagnetSpike
Accessory	Accessory	Accessory
Lodestone ring	Casual Clothes	Steel-Toe Boots

Skill	Stat	Bonus	Total
Athletics	Str	+0	-1
Endurance	Con	+0	+2
Acrobatics	Dex	+0	+0
Sleight of Hand	Dex	+0	+0
Stealth	Dex	+0	+0
Engineering	Int	+0	+8
Investigation	Int	+0	+7
Occult	Int	+0	+8
Animal Handling	Wis	+0	+1
Insight	Wis	+0	+2
Medicine	Wis	+0	+2
Perception	Wis	+0	+2
Sanity	Wis	+0	+1
Survival	Wis	+0	+1
Deception	Cha	+0	+1
Intimidation	Cha	+0	+1
Performance	Cha	+0	+1
Persuasion	Cha	+0	+1

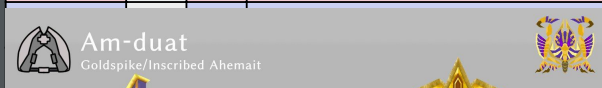
Aegis HP lost	Hit Points		HD left	HD max
0 12	18 / 30		1	2
Temporary HP	60%		Hit Die Roll	
0			1d10+2	
Lesser slots	3	Greater slots	0	
Speed	30 ft.	Passive Perception	Proficiency +2	
Initiative	+0	12		
Ability Scores		Armor Class	Status Debuffs	
Strength	8 (-1)	+0	Rupture	0
Constitution	15 (2)	+0	Sunder	0
Dexterity	10 (0)	+0	Fade	0
Intelligence	18 (4)	+0	Cripple	0
Wisdom	13 (1)	+0	Setback	0
Charisma	12 (1)	+0	Max HP Redux	0
Hit Bonus	+0	Crit Range	20	Defense Bonus +0

Steel MagnetSpike Tier 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.
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A homemade device created by a magnet-obsessed Goldblood. Make no mistakes; this is a deadly and complicated weapon despite its simple homemade appearance.
Scrap Metal Armor Tier 0 Apparel
Plates of scrap metal strapped on and over Ferrus's clothing.
Lodestone ring Casual Clothes Steel-Toe Boots
Psionic Focus

Resources				
Erudition	Lesser Slots	Name	Name	Name
1 2	2 3			
Current 1	Current 2	Current	Current	Current
Maximum 2	Maximum 3	Maximum	Maximum	Maximum

Steel MagnetSpike	MagnetSpike	Tier	0	Stat	INT	Hit	+6 to hit
Type	Special, Double, Esoteric Weapon	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice [2]	Dmg	Description				
Strike	Qd4+INT	1d4+4	Major Action: Make a melee attack against a target within range. If this hits, inflict 1 stack of Magnetized. This abilitch has Combo Property. [Base Damage:Qd4+INT, Basic]				
Round Strike	Qd6+INT	1d6+4	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	Qd4+INT	1d4+4	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 abilitch has Combo Property. [Base Damage:Qd4+INT]				
Mag Field Retreat	Qd4+INT	1d4+4	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 abilitch has Combo Property. [Base Damage:Qd4+INT]				
Mag Field Assault	Qd6+INT	1d6+4	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.				

Lodestone ring	Enchant	Tier	0	Stat	INT	Hit	+6 to hit
Type	Psionic Power	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice	Dmg	Description				
Temper (affinity)			You gain a psionic ability to channel psionic energy into your weapons or tools; you decide the physical signs of this ability if any exist. When making skill checks with such a thing, you gain a Stakes die. You can spend a lesser slot to push this ability, additionally taking advantage on the check. At the SM's discretion, you might also spend a lesser slot to automatically pass some check where this affinity could come into play, or otherwise supercharge your affinity to attempt something extraordinary not covered in this writing.				
Quicksilver (at-will)			Minor action: When making a weapon attack, you also ignore any hit maluses against the attack.				
Quicksilver (lesser)			Free action: Your weapon attacks deal true damage, ignores maluses, and you can teleport in place of moving normally. This lasts for 1 minute.				
Quicksilver (lesser)			Minor action: Fluid as Mercury's wings. After making an abilitch, you Avert for yourself, but with the bonus die raised one step, and it lasts for 1 minute.				
Preparation (at-will)			Minor action: After landing an abilitch, the next condition (of duration 2 minutes or less) you inflict through an abilitch has its duration extended by 1 round. If it inflicts multiple conditions, pick one.				
Preparation (lesser)			Free action: After using an Enchant subpower, you gain Aegis (Lvl) against the next instance of damage you take. If this effect is still active when you next make a weapon damage roll, you lose the Aegis and add Lvl to your next weapon damage roll.				
Preparation (lesser)			Minor action: Now do it again. After landing an attack roll, your next damaging attack deals additional damage equal to the listed damage. This effect does not stack. [Base damage: Pd6+PCM]				
Airtime (at-will)			Minor action: After landing an abilitch, you may either push the target 10 feet, or move 10 feet that ignores difficult terrain.				
Airtime (lesser)			Free action: After landing an abilitch, you also knock the target Prone and they cannot use reactions for 1 round.				



Am-duat Goldspike/Inscribed Ahemait



<p>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 Abilltech's damage dice reflect that.)</p> <p>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).</p> <p>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</p>			

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 abilltech, 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 abilltech, you also gain +2 crit range on the attack roll.
Heartseeker (lesser)			Free action: After landing an abilltech, inflict Lethal (damage roll, 1 minute). Lethal from Heartseeker stacks twice. [Base damage: Pd2+PCM]
Heartseeker (lesser)			Minor action: When landing an abilltech, 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 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 1 round.
<p>"Magic swords are no basis for a form of government!"</p> <p>Hands: None, Range: Special.</p> <p>Notes: A given Enchant subpower may only be cast once per turn, and have the same target(s) as the attack they modify.</p>			

Pillar, Racial, and Milestones

<p>Racial Presence of Mind: Overdrive Once per stride, you may either make a missed attack roll still deal half damage (but no effects), or make a landed attack deal 50% bonus damage.</p>	
<p>Keeper, lvl 1, Sentinel</p>	<p>Your Hit Dice have +1 die 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 radius, not just attacks against you.</p>
	<p>Pick this when you have two Steps of your pillar!</p> <p>Pick this when you have four Steps of your pillar!</p> <p>Pick this when you have six Steps of your pillar!</p>

Specializations

	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!

Pillar and Steps

<p>Sentinel</p>	<p>You are a Sentinel! You are a survivor and a controller, able to weather the harshest conditions and impose your own in return.</p> <p>Keystone Path: when taken, you cannot enter any other Keystone Paths.</p> <p>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 Prone) through a damaging abilltech or subpower, you can inflict the Airborne condition instead of moving them (or additionally, if Knocked Prone), which suspends the target(s) 5 feet midair 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 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.</p> <p>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>
<p>Uprising, Seraph, Sentinel/Slayer</p>	
<p>Ultraviolence, Seraph, Sentinel/Slayer</p>	

Decors and Demeanor

<p>Erudition</p>	<p>P times per long rest, your next non-strife skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as you approach the gambit with Calculation, Knowledge, Reason, or Exploitation.</p>
<p>Expertise: Computing</p>	<p>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.</p>
	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!

Grist and Boondollars

T0	Build Grist	40
T1	Yarn	15
T2		0
T3		0
T4		0
T5		0
	Boondollars	800
	(extra space)	0
	(extra space)	0
	(extra space)	0

The Magnet Modus works through

Sylladex (Magnet Modus)

<p>What kind of captchalogue deck do you have?</p> <p>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)</p>	<p>Packrat</p>			
<p>What's your fetch modus? What skill does it take to use it?</p>	<p>Magnet</p>			
<p>Great! You use this skill when making attacks with your sylladex.</p>	<p>Engineering</p>			

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 aspirations 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. Thus, you are 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 in the grand scheme of anything.

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 (what are they like?)

Art



Art

<p>Personality traits Calculating, Logical, Reasonable, Temperamental, Cold, Callous, Efficient, Disregards hierarchy, Soft spot for loved ones, and Stoic</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p>	
<p>Guardian (who raised them?)</p>	<p>Art</p>
<p>Ferrus has two guardians, technically three if you want to squint: JadeBlood Mother Susant Matren, Crowdad, and his fellow Goldblood, Sparks.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p>	
<p>Hobbies (what do they like to do?)</p>	<p>Art</p>
<p>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!!!</p> <p>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.</p>	
<p>Quirk (how do they type?)</p>	<p>Art</p>
<p>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.[+]</p>	
<p>Roleplay Scribble (what do they RP like?)</p>	<p>Leitmotifs (a musical theme or two, if you wish?)</p>
<p></p>	<p>Playlist spotify</p>
<p>Looks (what do they look like?)</p>	<p>[theme 1?]</p>
<p>Stand at 5 feet and 8 inches with a slender build. Similar to hank mcroy from xmen for teeth.</p>	<p>Rare Americans - Rat Race (Official Lyric Video)</p>
<p>SM Notes (is there anything you want the SM to know?)</p>	<p>[Secondary theme]</p>
<p>Lines and Veils are covered by Rpgstuck rules.</p>	
<p>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.</p>	<p>Your Inception - "Cassette Beasts" Original Soundtrack</p>
<p>Knives (something about your character that might be turned against them, or used to raise the stakes.)</p>	<p>[theme 3?]</p>

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.	Never Be
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.	Porter Robinson - Goodbye To A World (Official Audio)

Taken	Level	Considered Steps & Specs	Description	Pillar Milestones	Notes & Planning
<input type="checkbox"/>	Key	Uprising, Seraph, Sentinel/Slayer	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 Prone) through a damaging abillitech or subpower, you can inflict the Airborne condition instead of moving them (or additionally, if knocked Prone), which suspends the target(s) 5 feet midair 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 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.		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.
<input type="checkbox"/>	0	Presence of Mind: Overdrive	Once per strife, you may either make a missed attack roll still deal half damage (but no effects), or make a landed attack deal 50% bonus damage.		
<input type="checkbox"/>	1	All-Rounder	You're just a normal kid, or as normal as one can be in a setting like this. You begin play with either 4 additional skill points, or a second strife specibus of choice.		
<input type="checkbox"/>	2	Ultraviolence, Seraph, Sentinel/Slayer	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.		A basic +2 to hit that improves with combo attacks, flurry stance, and alchemy. Also unlocks the Uprising Keystone.
<input type="checkbox"/>	4	Improved Push, Shieldbearer, Sentinel	When you use an abillitech that inflicts forced movement, you can either increase the distance moved by 10 feet, or exchange any forced movement for knocking the target Prone instead.	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 abillitechs of Magnet Spike and will proc with the advanced ones with the right alchemy. Not that useful until I've alchemized a way to make it count forced movement 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 around.
<input type="checkbox"/>	5	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.		This is to help make up for the damage decrease triggered by using Uprising's ability to increase the number of feet a target is pushed with forced movement. 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 a method to regain HP. P.S: Still need to alchemize a way that allows forced movement towards me to count as Lunge.
<input type="checkbox"/>	6	Lavish Bloodburst, Carmine, Sentinel/Slayer	Once per turn, when you add Pd(X) dice as a bonus to a damage roll, count how many die sizes it is above Pd3. You may take P 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 sizes to all sets.		
<input type="checkbox"/>	8	Flurry Stance, Thousand Cuts, Slayer	While you are in the Flurry Stance, whenever you make an attack roll with a damaging abillitech or subpower, you 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.
<input type="checkbox"/>	10	Controlled Flurry, Thousand Cuts, Slayer	When you are in Flurry Stance, the two attacks may be different attacks, as long as both have the same cost, if 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 still only cost as if you only did one of them. (Requires Flurry Stance)		Controlled Flurry: Mag Field Retreat and Mag Field Approach. Attraction and Repulsion. Enough said.
<input type="checkbox"/>	11	Resilience	Choose one resistance. You become proficient with this resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient.		Resilience: Fortitude Resilience: Reflex
<input type="checkbox"/>	12	Fury of the True Hero, Immortal, Sentinel	Once per short rest, when at half HP (ignoring temp HP) 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 to damage.	Resilience (4 Steps): Choose one resistance. You become proficient with this resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient.	A way to recover HP and gain a die size increase, all in one!
<input type="checkbox"/>	14	Guts and Glory, Marauder, Sentinel	When at half HP (ignoring temporary HP) or lower, your damage rolls and Block dice have +1 die size.		A way to gain a die size increase.
<input type="checkbox"/>	16	Thanergetic Byproduct, Carmine, Sentinel/Slayer	When you take at least 2P damage through self-inflicted means or reduce your max HP through a Step, you may choose to take P true damage to Empower your next damage roll.	Sound Health (6 Steps): Your Hit Dice have another +1 die size and turn any 1s and 2s on hit die rolls to 3.	Another way to gain a die size increase: Two this time.
<input type="checkbox"/>	17	Martial Training	You gain +1 to hit with attack rolls, +1 to your AC, and +1 to all resistances.		A small bonus to hit and defense
<input type="checkbox"/>	18	Iron Baptism, Carmine, Sentinel/Slayer	As a free action on your turn, roll a Hit Die (without 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.
<input type="checkbox"/>	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.		
<input type="checkbox"/>	20	Angelic Volition, Seraph, Sentinel/Slayer	If you make multiple attacks at once as part of an abillitech 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
<input type="checkbox"/>	20	Fall Solar, Starhunter, Slayer/Strategist	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 you gain at that level.

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

Skill Points (You start with 6 skill points at level 1)	Expertise? [4]	Max [5]
Athletics	<input type="checkbox"/>	2
Endurance	<input type="checkbox"/>	2
Acrobatics	<input type="checkbox"/>	2
Sleight of Hand	<input type="checkbox"/>	2
Stealth	<input type="checkbox"/>	2
Engineering	4 <input type="checkbox"/>	4
Investigation	3 <input type="checkbox"/>	4
Occult	4 <input type="checkbox"/>	4
Animal Handling	<input type="checkbox"/>	2
Insight	1 <input type="checkbox"/>	2
Medicine	1 <input type="checkbox"/>	2
Perception	1 <input type="checkbox"/>	2
Sanity	<input type="checkbox"/>	2
Survival	<input type="checkbox"/>	2
Deception	<input type="checkbox"/>	2
Intimidation	<input type="checkbox"/>	2
Performance	<input type="checkbox"/>	2

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

Ability Stats					
Stat	Initial	Racial	Bonus	Total	Mod
STR	8			8	-1
CON	14			15	+2
DEX	10			10	+0
INT	15	2		18	+4
WIS	13			13	+1
CHA	12			12	+1
Hit Die			d10		
Caste			Low		

What's your race?	Gold
Has +2 INT. Racial are either Presence of Mind or Lowblood.	

And your racial ability?	Presence of Mind: Overdrive
Once per strife, you may either make a missed attack roll still deal half damage (but no effects), or make a landed attack deal 50% bonus damage.	

Stat Increases			What resistance are you proficient in? At character creation, pick one. [6]	
Level	Stat 1	Stat 2		
2	Int	Con	Fortitude	<input type="checkbox"/>
5			Reflex	<input type="checkbox"/>
8			Will	<input checked="" type="checkbox"/>
11	What stats does your wardrobe use?			
14			Stat One	Con
17			Stat Two	Int
20				

Stages (you get them every second Decor)	
	Pick this at level 3!

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

HP	Roll	Total
Level	d10	10
1	10 [3]	22
2	6	30
3		—
4		—
5		—
6		—
7		—
8		—
9		—
10		—
11		—
12		—
13		—
14		—
15		—
16		—
17		—
18		—
19		—
20		—

Psionics?
Hybrid
You have lesser slots, you have Psi Vulnerability, and you know one subpower of one psi power and one special abilitch of one strife specibus. When you gain a Step, you can learn one unknown subpower or special abilitch per psi power or strife specibus you know, when you gain a Decor you gain 1 skill point, and you have +1 die size to your Hit Die.

How psionically sensitive are you?
Will resistance has a -4 malus.

Psionic Slots		
Slots	Bonus	Total
Lesser	0	3
Greater	0	0

Persuasion		<input type="checkbox"/>	2
Total Skill Points	14		

What is the source of your psionics?	Intelligence
Potent minds make potent psions; your psionic skill is Occult.	

<u>Blackboard</u>
<p>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!</p>

	Pick this at level 9!
	Pick this at level 15!

<u>Initiative</u>		<u>Base Speed</u>	
Bonus	+0	Bonus	+0
Total	+0	Total	30

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>	

What colors do you want? [7]	
Text	
Titles	#1
Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	#ffffff [8]
Bar Remaining	#080809 [9]

<u>Blackboard</u>
<p>This is the blackboard, use it to write down any notes you have!</p>

[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 abilitech 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 ability or subpower, its name goes here.

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