

Level:	1	Waiting in the Wings
0 XP		Next level at 30 XP

Delaney Voss	Dream Moon [1]
Human Female	Class of Aspect
obscuredTwilight [OT]	Land of ___ and ___
Shadowlief	"Alright, let's GO!!"

Wardrobifier		
Hand	Wardrobe	Hand
Practice Longsword	Fluffy coat	Other example
Accessory	Accessory	Accessory
Headphones		

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

Aegis	HP lost	Hit Points	HD left	HD max
0	0	19 / 19	1	1
Temporary HP		100%	Hit Die Roll	1d8+1
0				
Lesser slots	0		Greater slots	0
Speed	30 ft.	Passive Perception	Proficiency	+2
Initiative	+2	12		
Ability Scores		Armor Class	13	Status Debuffs
Strength	14 (2)	+1	Rupture	0
Constitution	12 (1)	Fortitude	13	Sunder
Dexterity	15 (2)	+0	Fade	0
Intelligence	8 (-1)	Reflex	11	Cripple
Wisdom	12 (1)	+0	Setback	0
Charisma	13 (1)	Will	14	Max HP Redux
		+0		
Hit Bonus	+1	Crit Range	19-20	Defense Bonus
				+0

Practice Longsword | Tier 0 swordKind

[this is a description]

A sword that Delaney uses for practice purposes. If she wanted to she could make it wicked sharp.

Other example | Tier 0 glubglubkind

[yet another description]

This is a flavor text.

Fluffy coat | Tier 0 Apparel

"What the deuces are you wearing?"

A hoodie that Delaney likes due to the soft texture on the inside and how it just refuses to let something as small as weather impact its practicality.

Headphones

A pair of headphones with the option to either be bluetooth or with a headphone jack.

Resources				
Passion	Name	Name	Name	Name
2 2				
Current	2	Current	Current	Current
Maximum	2	Maximum	Maximum	Maximum

Practice Longsword	Swordkin	Tier	0	Stat	DEX	Hit	+5 to hit
Type	Melee Versatile Finesse Weapon				0/0	Bonuses to hit:	0
Name	Dice [2]	Dmg	Description				
Sword	Qd8+STR	1d8+2	Major action: Make a melee attack against a single target within range. [Base damage: Qd8+STR, basic]				
Arc	Qd4+STR	1d4+2	Major action: Make a melee attack against three targets within range. [Base damage: Qd4+STR]				
Crippling Strike	Qd4+STR	1d4+2	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round. [Base damage: Qd4+STR]				
Cutting Strike	Qd3+STR	1d3+2	Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target. [Base damage: Qd3+STR]				
Perfect Cut	Qd10+STR	1d10+2	Full-round action: Make a melee attack against all targets within a 15 ft. radius, targeting Reflex resistance. After making the attack, you may move to anywhere within this radius. [Base damage: Qd10+STR]				
Range: 5 feet							
Look it's finesse.							

Type	Tier	0	Stat	STR	Hit	+5 to hit
Name	Dice	Dmg	Description			

Pillar, Racial, and Milestones

Racial | Social Expert

You have a fair understanding of the common rituals and norms followed by any sentient being with emotions. You have one Stakes die to any non-strike skill checks made, and reroll any Stakes dice of 1 and Flaws dice of 6, when dealing with them. You also possess a cursory knowledge of psychology and emotions such that you can present a surface level knowledge of those topics, but not enough to claim any skill bonuses for the knowledge itself.

Fighting Style: Combat Precision, lvl 1, Slayer

You have +1 to hit with attack rolls, +1 to your crit range, and +1 to your AC.

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!

Pillar and Steps

Slayer

You are a Slayer! Your calling is the rapid, unrelenting beatdown of all those who stand before you.

Remember, you pick one Step every two levels!

Decors and Demeanor

Passion

P times per long rest, your next non-strike skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as you approach the gambit with Confrontation, Power, Emotion, or Sacrifice.

Persona: Control

You have a fair understanding of the social rituals and norms followed by nobility, the privileged, and those who sit at the apex of the social and financial hierarchies. You have one stakes die when dealing with them. You also possess a cursory knowledge of the field such that you can pass as one of these individuals, but not enough to claim any skill bonuses for the knowledge itself.

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!

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

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

notes you have!

Grist and Boondollars

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

Sylladex (Scale Modus)

What kind of captchalogue deck do you have?	Heavy	Loaded Nyarf/Nerf gun	HEMA Gear
<p>You can captchalogue items of one size bigger than you or smaller (default is Large), and they deal 1d6 damage when ejected, but their range is reduced to 15 feet.</p> <p>What's your fetch modus? What skill does it take to use it?</p>		Nyarf/Nerf gun ammunition	telescope
		Wallet	Class Notebooks
		Phone	pencil
		phone charger	pencil sharpener
		laptop	laptop charger
	Scale	gifted radio	chess pieces
	Sleight of Hand		
Great! You use this skill when making attacks with your sylladex.			

Backstory (what's their story?)

"Nothing much to see here, I'm just another member of the Voss family. You know, *that* Voss family, where everyone is a shining paragon of their field. Me? My field? Guess it's being ignored."

Long version: <https://docs.google.com/document/d/1to5ItPnXWPdnD-WZlqWMyKEyI5WduA3zv9-Tbj9ruj0/edit?usp=sharing>

Personality (what are they like?)

Delaney wants to be sitting and ruling at the top, to prove that she is just as deserving for attention as anyone else. And when she inevitably fails? She takes what she learned from that experience, tries to figure out what she did wrong, and then do better if a next time comes along. She does hope that when she is at the top, it'll be everything she dreamed it would be.

Though, her desperation to be seen, she very easily takes on much more than she really should take on at once. This then leads her to doing too much, and then crashing and burning due to her not giving herself the time to just relax and be herself. Of course she instead sees this as there not being enough time in the day, that something outside of her control caused everything to break, and not her own habits setting herself up to fail.

What doesn't help is the fact that she tends to treat rules for the most part as guidelines, ways of achieving goals without leaving the taste of deceit in one's mouth. And for a lot of things she is desperate to achieve her goals. When push comes to shove, she values herself. More specifically, making sure she gets to walk away and continue moving to the beat of her own drum. While she'll often say that she wouldn't burn bridges...she also tends to not consider others in the moment. This frustrates her, as bridges are incredibly useful things to have. At least she's aware of this habit of hers, unlike some other people she knows.

Guardian (who raised them?)

Mom and Dad, one a successful lawyer the other an executive at a tech company. Both refuse to acknowledge Delaney, as if she doesn't exist, and her siblings have noticed and have varying reactions to this. Her nanny however is rather pissed off at the blatant negligence of Delaney's parents, and would have taken more actions to get Delaney out of there if she could have. Instead she tries her best to make sure that Delaney knows that she loves her and that her love for her is unconditional.

Delaney is very confused at her family's determination to ignore her and treat her like an outsider. She has no idea why they're acting the way they are, and it hurts her a lot. She is thankful that her nanny is still there after all these years due to her treating her with the dignity of someone who exists, but she also still wants her parents to be proud of her.

As for siblings, Delaney for the most part doesn't really interact with the ones she has that are a lot older than her, and wound up getting into a giant Nerf/Nyarf war with her younger siblings. After an incident involving a flipped table, a paper shredder, and a surprising amount of candles, the Nerf/Nyarf war has turned into a stealthy one and the rules have been updated to include more safe rooms (now the main dining room, the kitchen, and any room with over 50% breakable glass/ceramics are also counted as safe rooms. Originally only each sibling's room was a safe room.) She doesn't understand why her younger siblings want her attention, but her parents act like she doesn't exist. Somehow the closest connection to her blood family that she has is her little sister, probably because despite the age gap they're both able to connect over the fact that music and rhythm is a surprisingly good way to study and train. They often share various memes and music between each other, with each other influencing the other in ways neither party realizes or wants to admit.

TL;DR-Delaney's parents are terrible parents to Delaney, the nanny is actually playing the role of a parent to Delaney, Delaney's older siblings/extended family don't really care for her while her younger siblings/extended family are the classic combination of endearing, loving, and complete bastards of siblinghood. Delaney herself is having a time and a half trying to figure out what her emotions are towards her family.

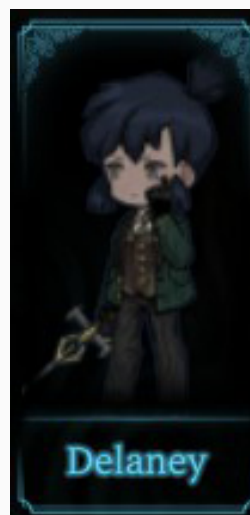
Hobbies (what do they like to do?)

The hobbies that she has that have stuck around are HEMA, drawing, and playing videogames. Out of necessity for accidentally joining the housewide Nerf/Nyarf war she picked up learning how to actually use and aim decently with a Nyarf/Nerf gun. She also thoroughly enjoys learning even if it feels like most of the time topics she does learn about go in one ear and out the other. To help mitigate this, she has a collection of books on a wide variety of topics that have one point or another caught her interest. Currently the astronomy books are the most well worn, but she has yet to ask to go to an observatory or go out to the middle of nowhere to try and see the things she has read about.

Quirk (how do they type?)

Honestly types normally, she doesn't really have a fancy way of typing.

If you have art of your character, put it here!



Roleplay Scribble (what do they RP like?)	
<p>Delaney's shoes echoed throughout the hallway, her hands behind her back as she whistles a tune in her mind. Holidays were coming, and as such the majority of the house was in a rush for getting the house picture perfect for extended family. For Delaney though? She has yet to come with anything golden, so it's going to be another holiday of being a ghost at best, a comparison point at worst. And another holiday of keeping her latest route to getting something golden a secret. Fencing, gymnastics, hell even rollerskating have already been snatched right out from under her, she didn't want HEMA to be taken as well. Anything intellectual was hopeless with the doctors, engineers, and lawyers that were already within the family, so something physical had to show them.</p> <p>By the time she realized the route she was taking it was too late. Right next to her was a large painting of the individual who set up the Voss family to be who they were-her grandfather that she never got the chance to properly meet. Normally one could feel his judgemental glare from the top of the staircases if they dared to come in from the gardens the way he was facing, but today he seemed almost sorrowful. Delaney looked up to him, her shadow not even coming up to his chest. "Eh, at least today you're looking sad as opposed to your usual pissed off self. Finally pitying me old man?" Delaney touched the frame, knowing that despite the glow of the paints she would get yelled at by the staff is she touched the painting itself with her bare hands, "well, you shouldn't. I know that I bend and break rules, know that I'm not a good person. It's hard to find one when your life is on easy mode. At least I'm aware of it as opposed to some people I know. Besides, I'm not interested in effectively ruling the world. Too much work for something that is determined to take us down with it. I...I just want to not be forgotten by my own family, you know?"</p> <p>Delaney paused, as if waiting for a response from the painting that never came. "Thought so, you're here now with a goddamn painting and your jar of ashes polished to the point of sparkling."</p> <p>With that, she continued onto her room, her steps containing a dash more spite and venom as she walked.</p>	<p>Leitmotifs (a musical theme or two, if you wish?)</p>
Looks (what do they look like?)	<p>Main Theme:</p>
<p>Working on a non Library of Ruina screenshot + lobotomy corporation picrew reference!</p>	<p>Crash-Neovaii</p>
SM Notes (is there anything you want the SM to know?)	<p>Combat Theme:</p>
<p>In addition to the standard RPGStuck Lines and Veils: Lines: Parasites Timezone: PST</p>	<p>Gimme Gimme Gimme (A Man After Midnight) [Instrumental]- ABBA</p>
(bonus section, use as you wish!)	<p>Boss Theme:</p>

Knives: Delaney feels like as if the universe is constantly, CONSTANTLY spiting her, always moving the goalpost. Which can lead her to making some pretty stupid decisions to try and come on top. It doesn't help that her parents are always comparing her to her siblings who seem to never be able to do any wrong in their eyes.

-Delaney is determined to reach her goals, and is quite fast and loose with how she'll reach them. She's also let her imagination run wild as to what finally reaching those goals will feel like.

-And yet, she hasn't thought about many other goals beyond that. She's delaying this currently with being undeclared in university, but it's just borrowed time.

Spoons: The only way to get Delaney to not be increidably competitive (that she's aware of) is to shove her into a cooperative game. Then she directs all that energy towards trying to win the game with everyone else. Which is why she hates games where there's a secret traitor.

She also practices swordfighting while listening to ABBA. "No seriously, it works too well. Especially Gimme A Man After Midnight."

Loves a good cup of coffee. As well as takoyaki, or dango when she's in the mood for something sweet.

Despite not knowing her long term goals, she does know that she doesn't want to become a politician. She wants to retire eventually, and to bask in the achievements she's made.

Influences: Creationwise LoboCorp, specifically modeled after one agent who wound up being my accidental MVP but isn't be a captain despite her impressive resume. Said resume grew until the very end of Lobotomy Corporation, and did pretty well during Chesed abno fights + The Endgame. As for what Delaney relates to and likes proper, she probably enjoys the She-ra reboot, Gravity Falls, Spy x Family, Mistborn, and The Importance of Being Earnist.

Patterns: "Hmm...I guess that I keep on winding up with chess pieces? It's gotten to the point that despite not having a board I have enough pieces to play against someone. Even if the pieces are obviously from different sets."-Delaney, toying with a bishop piece.

Solutions: She tries the most direct way. She doesn't have the patience or braincells to get more complicated then direct solutions.

(bonus section, use as you wish!)

Theme 2:

[Waiting on a Miracle \(Encanto-cover by Annapastu\)](#)

(bonus section, use as you wish!)

Playlist:

[A Twilight Snap](#)

[Second Warning-Lobotomy Corporation OST](#)

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	Waiting in the Wings	See character creation!
2		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	1	<input type="checkbox"/>	2
Endurance	1	<input type="checkbox"/>	2
Acrobatics		<input type="checkbox"/>	2
Sleight of Hand		<input type="checkbox"/>	2
Stealth	1	<input type="checkbox"/>	2
Engineering		<input type="checkbox"/>	2
Investigation	1	<input type="checkbox"/>	2
Occult		<input type="checkbox"/>	2
Animal Handling		<input type="checkbox"/>	2
Insight	1	<input type="checkbox"/>	2
Medicine		<input type="checkbox"/>	2
Perception	1	<input type="checkbox"/>	2
Sanity	1	<input type="checkbox"/>	2
Survival		<input type="checkbox"/>	2
Deception	2	<input type="checkbox"/>	2
Intimidation		<input type="checkbox"/>	2
Performance		<input type="checkbox"/>	2
Persuasion	1	<input type="checkbox"/>	2
Total Skill Points	10		

What is the source of your psionics? **Strength**

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

What's your race? **Street Smarts (variant)**

Has +2 WIS. Racial are either Vivacity: All-Seeing Eye, Social Expert, or Childhood: Had to be Sharp.

And your racial ability? **Social Expert**

You have a fair understanding of the common rituals and norms followed by any sentient being with emotions. You have one Stakes die to any non-strife skill checks made, and reroll any Stakes dice of 1 and Flaws dice of 6, when dealing with them. You also possess a cursory knowledge of psychology and emotions such that you can present a surface level knowledge of those topics, but not enough to claim any skill bonuses for the knowledge itself.

Stat Increases			What resistance are you proficient in? At character creation, pick one. [6]	
Level	Stat 1	Stat 2		
2			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	Dex
17			Stat Two	Str
20				

Stages (you get them every second Decor)

Pick this at level 3!

Pick this at level 9!

Pick this at level 15!

Initiative **Base Speed**

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

HP	Roll	Total
Level	d8	10
1	8 [3]	19
2		---
3		---
4		---
5		---
6		---
7		---
8		---
9		---
10		---
11		---
12		---
13		---
14		---
15		---
16		---
17		---
18		---
19		---
20		---

Psionics? **Martial**

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

How psionically sensitive are you? **Nothing. You are psionically normal!**

Psionic Slots		
Slots	Bonus	Total
Lesser	0	0
Greater	0	0

What colors do you want? [7]

Text

Titles **#1**

Body and mind are one and the same; the range of all psionic powers and attacks is halved (minimum 5 feet), and your psionic skill is Athletics.

Bonus	+0	Bonus	+0
Total	+2	Total	30

Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	3cb852 [8]
Bar Remaining	16e711 [9]

Blackboard

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

Anything... special about you? All-Rounder

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.

Blackboard

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Taken	Level	Considered Steps & Specs	Description	Pillar Milestones	Notes & Planning
<input type="checkbox"/>	Key	Enlightenment, Harmony, Strategist	Keystone Path: when taken, you cannot enter any other Keystone Paths. Path of Harmony uses a resource called Balance Points (BP). You have a maximum of 5 BP when you enter this Path. You gain 1 BP whenever you land an attack roll or skill check, up to 2 BP per round. You lose all BP after 1 minute out of a strife. Additionally, whenever you add stat modifiers to a damage roll, you add your Wisdom modifier as well.	Slayer!!	This is just a funny rupture + doom + lethal build.
<input type="checkbox"/>	0	Social Expert	You have a fair understanding of the common rituals and norms followed by any sentient being with emotions. You have one Stakes die to any non-strife skill checks made, and reroll any Stakes dice of 1 and Flaws dice of 6, when dealing with them. You also possess a cursory knowledge of psychology and emotions such that you can present a surface level knowledge of those topics, but not enough to claim any skill bonuses for the knowledge itself.	Fighting Style (level 1): Combat Precision: You have +1 to your attack rolls, +1 to your crit range, and +1 to your AC.	Also the clause of how some steps may be shuffled around depending on need is still here.
<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	Mantrika Mahakala, Harmony, Strategist	Your damaging attacks inflict Doom (P). You can add Doom's value an additional time if you spent 5 BP as part of the attack. Whenever you inflict Doom or attack/grapple a Doomed or grappled target, you may Assail and gain an additional BP from it. You cannot gain more than 2 BP per round.		
<input type="checkbox"/>	4	Self-Aggrandization, Outlaw, Slayer/Strategist	Whenever you benefit from Assail, Doom, Rupture, or other bonuses to damage, you add +P to each of their total magnitudes (or +P per stat mod for Assail).		
<input type="checkbox"/>	5	Weapon Proficiency	Pick a strife specibus. You are now proficient with this strife specibus and immediately learn all its basic attacks. If you were already proficient with this, you instead learn one of its special attacks. Either way, you can then learn another special attack from this specibus whenever you learn a Step.		SCYTHE!! This is a surprise card that'll help us later
<input type="checkbox"/>	6	Runes of Thunder, Warden, Slayer	If a damaging melee attack adds your Strength or Dexterity mod, add either modifier again, of your choice, to the damage roll. The runes can be supercharged as a minor action to either Daze (1 round) all targets within 30 feet, or double Daze (1 round) one target within 30 feet.	Positioning: Charge: As a minor action, move half your base speed towards an enemy.	
<input type="checkbox"/>	8	Inevitable Ruin, Herald, Sentinel/Slayer	When you use or impose Block dice, you also Assail from this still deals its damage even if the attack misses.		
<input type="checkbox"/>	10	Apostle's Due, Herald, Sentinel/Slayer	Once per round, when you generate Block dice by any means, all adjacent targets of choice gain Lethal (P, stacks to 4P). If you have a block radius, impose it on all targets of choice within the radius instead.	Action Surge (4 Steps): Once per short rest, as a free action on your turn, you gain an extra major action. This major action must be used to make an attack roll, and the attack deals half damage.	
<input type="checkbox"/>	11	Resilience	Choose one resistance. You become proficient with this resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient.		
<input type="checkbox"/>	12	The Art, Aeon, Strategist/Sentinel	Whenever you inflict an effect that imposes a hit malus from, hit bonus against, Doom, or Lethal on an enemy, you add +2 to the magnitude of its effect.		
<input type="checkbox"/>	14	Runes of Fog, Warden, Slayer	You have +1 to AC/resistances. The runes can be supercharged as a reaction to impose disadvantage on all attacks against you for 2 rounds.	Damage Race (6 Steps): All abilitechs and subpowers have +1 die size.	
<input type="checkbox"/>	16	Runes of Snow, Warden, Slayer	You have +1 to hit and crit range against any targets within a range equal to your base speed. The runes can be supercharged as a free action to mark an enemy within said range, granting an additional +3 to hit against that target for 1 minute.		
<input type="checkbox"/>	17	Martial Training	You gain +1 to hit with attack rolls, +1 to your AC, and +1 to all resistances.		
<input type="checkbox"/>	18	Screwdriver Special, Renegade, Slayer	Once per round, when you land a single-target damaging attack, you may take -50% damage to inflict Rupture (2P, 1 round). If the attack already Ruptures, you may choose to make it non-stacking in exchange for raising its magnitude by 2P and duration by 2 rounds.		
<input type="checkbox"/>	19		Pick this at level 19!		
<input type="checkbox"/>	20	Marked for Death, Renegade, Slayer	When you inflict Doom, it also inflicts DoT (P, 5 rounds). When a target with Rupture from you takes damage from an attacker (including yourself), if Rupture's bonus damage was applied at least twice on that attacker's turn, any DoTs on the target immediately damage the target again (duration is unaffected).		
<input type="checkbox"/>	20	Moment of a Perfect Mind, Harmony, Strategist	Whenever you damage a target, you can spend 5 BP (or as part of an ability that already spends 5 BP) to intensify the damage done; for each different stat's mod added to the damage roll, add that stat mod again. This then becomes true damage and inflicts Lethal (3* Lvl).		

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]	Customization Test Example 1
Notes [12]	Example Notes
Type [13]	Examplekind
Name [14]	Description [15]
Test 1	Descriptions go here.
Test 2	And here too.
Test 3	And so on and so forth.

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

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Type	Customiz	Tier	0	Stat	STR	Hit	+4 to hit
	Examplekind		Ammo/Charges	0/0	Bonuses to hit:	0	
Name	Dice	Dmg	Description				
Test 1			Descriptions go here.				
Test 2			And here too.				
Test 3			And so on and so forth.				
Example Notes							

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 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.