Level:	10	[INTERNATIONAL STAR]
2,190 XP		Next level at 3640 XP

Josh Travis	Dream Moon [1]
Male Human	Class of Aspect
determinedStar [DS]	Land of ___ and ___
pageofspace	"Well clearly they never met me."

Wardrobifier

Hand	Wardrobe	Hand
Fingerless Gloves	Star's Casual	Fingerless Gloves
Accessory	**Accessory**	**Accessory**
Star's Shades	Star's Coat	

Skill	Stat	Bonus	Total
Athletics	Str	+0	+9
Endurance	Con	+0	+5
Acrobatics	Dex	+0	+7
Sleight of Hand	Dex	+0	+7
Stealth	Dex	+0	+3
Engineering	Int	+0	+0
Investigation	Int	+0	+3
Occult	Int	+0	+0
Animal Handling	Wis	+0	-1
Insight	Wis	+0	-1
Medicine	Wis	+0	-1
Perception	Wis	+0	-1
Sanity	Wis	+0	-1
Survival	Wis	+0	-1
Deception	Cha	+0	+2
Intimidation	Cha	+0	+6
Performance	Cha	+0	+9
Persuasion	Cha	+0	+2

Aegis	HP lost
0	0
Temporary HP	
0	

Hit Points
64 / 64
100%

HD left	HD max
1	10
Hit Die Roll	
1d8+1	

Lesser slots	0
Speed	30 ft.
Initiative	+3

Passive Perception
9

Greater slots	0
Proficiency	+4

Ability Scores	
Strength	20 (5)
Constitution	12 (1)
Dexterity	16 (3)
Intelligence	10 (0)
Wisdom	8 (-1)
Charisma	14 (2)

Armor Class	17	
	+1	
Fortitude	16	
	+0	
Reflex	17	
	+0	
Will	11	
	+0	

Status Debuffs	
Rupture	0
Sunder	0
Fade	0
Cripple	0
Setback	0
Max HP Redux	0

Hit Bonus	+1	Crit Range	19-20	Defense Bonus	+0

Fingerless Gloves | Tier 2 HandKind

Street Fighter's Friends.

Free Hands? Free Grabs.

Fingerless Gloves | Tier 2 HandKind

Street Fighter's Friends.

Free Hands? Free Grabs.

Star's Casual | Tier 2 Apparel

A Casual Wear for any Star of the Show

Just a button up shirt and pants, nothing TOO Fancy.

Star's Shades	Star's Coat	
Look Cool while Fighting	Oversized but Eye-Catching.	

Resources

Passion		Sublime Excellence		Action Surge		Autoparry		Name	
4 | 4		2 | 2		1 | 1		2 | 2		|	
Current	4	Current	2	Current	1	Current	2	Current	
Maximum	4	Maximum	2	Maximum	1	Maximum	2	Maximum	

Street Style | HandKind | Tier 2 | Stat STR | Hit +10 to hit

Type	Melee Double Finesse Weapon	Ammo/Charges	0/0	Bonuses to hit:	0

Name	Dice [2]	Dmg	Description
Chop	Qd8+STR	3d8+5	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property. [Base damage: Qd6+DEX, basic]
Grab			Major action: Initiate a grapple against up to two targets within range, using this weapon instead of a free hand. You can grapple up to two targets at a time in this way, one per... hand.
Crush	Qd3	3d3	Minor action: Automatically deal damage to both targets you are grappling with this weapon, or deal this damage twice to one target you are grappling with this weapon. [Base damage: Qd2]
Joint Strike	Qd6+STR	3d6+5	Major action: Make a melee attack against a single target within range. If you hit, the target is Impaired for 1 round. [Base damage: Qd4+DEX]
Beatdown	2Qd10+STR	6d10+5	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck. [Base damage: 2Qd8+DEX]

Range: 5 feet

Notes: Checks to grapple a target or maintain one made with HandKind may use Acrobatics, and hands used to wield Handkind are considered free for grappling. You can and should alchemize for HandKind, either through substitutes such as handwraps, or an item you carry on you that confers the same effects.

HandKind does not count as a free hand for the purposes of casting psionics.

Ni Ten Ichi Ryu +1 Die Size

Actor Style | MrtlArtsK | Tier 2 | Stat STR | Hit +10 to hit

Type	Melee Double Finesse Weapon	Ammo/Charges	0/0	Bonuses to hit:	0

Name	Dice	Dmg	Description
Punch	Qd8+STR	3d8+5	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property. [Base damage: Qd6+DEX, basic]
Kidney Shot	Qd8+STR	3d8+5	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 1 round. [Base damage: Qd6+DEX]
Palm Strike	Qd6+STR	3d6+5	Major action: Make a melee attack against a single target within range. If you hit, the target is Weakened for 1 round. [Base damage: Qd4+DEX]
High Sweep	Qd8+STR	3d8+5	Major action: Make a melee attack against all targets within range. [Base damage: Qd6+DEX]
Flying Kick	Qd10+STR	3d10+5	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against the target. If you hit, the target is pushed 10 feet or knocked Prone, of your choice. This abilitech has the Lunge property.[Base damage: Qd8+DEX]

Range: 5 feet

Notes: You can and should alchemize for MrtlArtsKind, either through substitutes such as hand bandages, or an item you carry on you that confers the same effects.

MrtlArtsKind does not count as a free hand for the purposes of casting psionics.

Ni Ten Ichi Ryu +1 Die Size

Boxer Style | FistKind | Tier 2 | Stat STR | Hit +10 to hit

Type	Melee Double Brutality Weapon	Ammo/Charges	0/0	Bonuses to hit:	0

Name	Dice	Dmg	Description
Punch	Qd8+STR	3d8+5	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property. [Base damage: Qd6+STR, basic]
Cheap Shot	Qd8+STR	3d8+5	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 1 round. [Base damage: Qd6+STR]
Kneecap	Qd8+STR	3d8+5	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: Qd6+STR]
Jab	Qd3	3d3	Reaction: Make a melee attack against a single target within range. [Base damage: Qd2]
Hail of Blows	Qd6	3d6	Major and minor action: Make two attacks against a single target within range. This abilitech has the Momentum property. [Base damage: Qd4]

Range: 5 feet

Notes: You can and should alchemize for FistKind, either through substitutes such as boxing gloves, or an item you carry on you that confers the same effects.

FistKind does not count as a free hand for the purposes of casting psionics.

Ni Ten Ichi Ryu +1 Die Size

		Tier 0	Stat STR	Hit +10 to hit
Type		Ammo/Charges	0/0	Bonuses to hit: 0

Name	Dice	Dmg	Description

Pillar, Racial, and Milestones

Racial | Childhood: Autoparry
Twice per short rest, when an attack targeting your AC would hit, you treat it as if it missed. Additionally, +1 die size to Block dice.

Pillar and Steps

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

Decors and Demeanor

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

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.
Positioning: Charge, 2 Steps, Slayer	As a minor action, you move half your base movement speed towards an enemy.
Action Surge, 4 Steps, Slayer	Once per short rest, as a free action on your turn, you gain an extra major action. This major action must be used to make an attack, and the attack deals half damage.
	Pick this when you have six Steps of your pillar!

Specializations	
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.
	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!

	Keystone Path: when taken, you cannot enter any other Keystone Paths.
Ni Ten Ichi Ryu, Battlemaster, Slayer/Strategist	When you enter Path of the Battlemaster, choose a strife specibus. You are now proficient with this strife specibus and immediately learn all its basic abilitechs. You then learn a special attack for every Step you learn (including retroactively) as though it were any other specibus you know. Additionally, your abilitechs have +1 die size to damage, aim, and block dice.
War on Three Fronts, Battlemaster, Slayer/Strategist	For the purposes of wielding specibi and powers, you are considered to have a third hand with which to wield them. You may alternately use this third hand to add +1 die size to damage to an already-wielded specibus or power regardless of how many hands it normally uses.
Master of Arms, Battlemaster, Slayer/Strategist	Once on each of your turns, you may switch specibi as a free action. Whenever you switch to a specibus, you gain a bonus based on its tag. If it has multiple eligible tags, you may choose. You may only benefit from a bonus every other round. Brutality: Your next abilitech Dazes for 1 round, or Empowers your next damaging attack if non-damaging. Finesse: If the next abilitech used also has the Combo property, Assail once freely on both major and minor versions. Otherwise, you may Distract as part of the next damaging abilitech. Esoteric: Pick a condition inflicted by your next abilitech and extend its duration by 1 round. Reload: If you can Reload as a minor action, you may do so as part of the switch. Otherwise, take +1 die size to the next damage roll.
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.
Sublime Excellence, Battlemaster, Slayer/Strategist	Twice per short rest, when making an attack roll or skill check, you can add +2d4 or advantage to the roll, of your choice.
Ancient Stance, Battlemaster, Slayer/Strategist	While in the Ancient Stance, when an attack against you misses, as a reaction you may make an attack (using any stat on any abilitech or subpower) against them. If you hit, they are knocked Prone. You may move 10 feet as part of the reaction, before or after making the attack roll.

Knack: Star	You have an aptitude for singing and dancing. Whenever you can bring this knack to bear, you add one Stakes die.
Persona: Humanities	You have a fair understanding of the social rituals and norms followed by the artists and other cultural innovators of society. 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.
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.
Knack: Survivor	You have an aptitude for going the distance, able to weather the elements and withstand prolonged duress. Whenever you can bring this knack to bear, you add one Stakes die.
	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	20
T1	0
T2	0
T3	0
T4	0
T5	0
Boondollars	0
(extra space)	0
(extra space)	0
(extra space)	0

Sylladex (Spotlight Modus)

What kind of captchalogue deck do you have?	Default	Camera	Extra Camera Memory	Bag of Suckers
		Spare Shades	GoPro Camera	Phone
You can captchalogue items of your size or smaller, and they deal 1d4 damage when ejected.		Bluetooth Speaker		
What's your fetch modus? What skill does it take to use it?				
Spotlight	Performance			
Great! You use this skill when making attacks with your sylladex.				

Backstory (what's their story?)
Josh Travis, only at 17 and he's definitely the most popular Star on the most popular streaming services near you! Raised by his Uncle, he was a bit pampered for quite a bit with lovely things, like living in his Uncle's mansion as his Guardian went about his Acting Career. Although usually a lonely child, in his alone time he always tried to act like his Uncle to any sitter that came to watch him, or anyone willing enough to tolerate his bad acting at the time, but still, he endured and kept trying and trying his best as he grew up, eventually getting a following as he posted his little skits online. Eventually, his Uncle saw his skits and thought they could be improved, so whenever he could, his Uncle dragged him into some...rigorous training. Both with physical labor and mental labor, safe to say it kinda sucked but he got the hang of it as he was taught Self Defense by his Uncle, who actively uses his own Self Defense on his movies to make them feel more real. Josh picked it up and did more skits and even made long Movie Videos, with some help from some kids that his Uncle hooked him up with. Safe to say, he enjoys his Stardom. After hearing about some new thing that was supposed to be some great advancement of entertainment, though, he thought it'd be a great idea to stream himself doing whatever this thing was to a live audiance of people who enjoy watching him for one reason or the other, he may be a little nervous for a moment, but he's ready and cracked a cocky grin. This will be his greatest hit.
Personality (what are they like?)
Boisterous and full of himself, Josh is definitely not the best person to be with as he can be a bit snarky too. He may be a tough person to be with, especially with how much of a showboat he is, he can be someone you can rely on when things get messy.
Guardian (who raised them?)
His Uncle, who is also in the show business, usually not around as he's on set most of the time. Takes his acting WAAAAAY too seriously, especially those fighitng scenes.
Hobbies (what do they like to do?)
Acting, cracking one-liners (poorly), making sure he's nice and fit, occassional game or two, mirror watching to get the good looks, making Videos.
Quirk (how do they type?)
He types pretty normal, no punctuation except for the times he needs to.
Roleplay Scribble (what do they RP like?)
"C'mon now, smile some more, the fans are watching, right there! C'mon and get the Hype on!"
Looks (what do they look like?)
Like that, right there, though what he's wearing is more of an oversized coat that he doesn't put his arms into the sleeves of, instead he wears it kinda like a cloak or cape, even when fighting.
SM Notes (is there anything you want the SM to know?)
Lines and veils? The only Line I got is like, extreme descriptions of spiders, everything else is fine. Also don't mind me not filling out my Title and Land Name, I want to see what you slap on me! Though I can't say I'm not a lil' biased to Light for this character and his tendency of being some stupid Actor...maybe a "Waste" lmao.
Knives (something about your character that might be turned against them, or used to raise the stakes.)
He is vain, he will accept challenges that could make him look REAL COOL, like REEEAALLLYYY COOL, making him more likely to get himself into troubles. In short, challenge him if you want him to suddenly try to show off.
Spoons (little trivia about them that didn't fit anywhere else.)
He actually has a stupid love of Suckers, the candy. Thinks it makes him look cool and tastes good.
Influences (what sort of media does your character relate to? Specifically media, like books, videogames, etc)
Johnny Cage, that's like, the main influence with his acting and personality, but he also has a bit of Yakuza in him with how he fights too.

Leitmotifs (a musical theme or two, if you wish?)
[theme 1?]
Strife Concept of Love (Riders Ver.)
[theme 2?]
Maximum Hype
[theme 3?]
Hype Overflowing
[theme 4?]
[theme 5?]

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

Level	Rung Name	Benefits
1	[what's my rung?]	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	[INTERNATIONAL STAR]	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	4	☐	5
Endurance	4	☐	4
Acrobatics	4	☐	4
Sleight of Hand	4	☐	4
Stealth		☐	4
Engineering		☐	4
Investigation	3	☐	4
Occult		☐	4
Animal Handling		☐	4
Insight		☐	4
Medicine		☐	4
Perception		☐	4
Sanity		☐	4
Survival		☐	4
Deception		☐	4
Intimidation	4	☐	4
Performance	4	☑	4
Persuasion		☐	4
Total Skill Points	27		

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

Hit Die	d8
Caste	Human

What's your race?	Human

Has +1 to a stat of choice, another +1 to a stat of choice. Racial is Childhood.

And your racial ability?	Childhood: Autoparry

Twice per short rest, when an attack targeting your AC would hit, you treat it as if it missed. Additionally, +1 die size to Block dice.

Stat Increases			What resistance are you proficient in? At character creation, pick one. [6]	
Level	Stat 1	Stat 2		
2	Str	Str	Fortitude	☐
5	Dex	Dex	Reflex	☑
8	Str	Str	Will	☐
11			What stats does your wardrobe use?	
14				
17			Stat One	Str
20			Stat Two	Dex

Stages (you get them every second Decor)	
Expertise	Pick a skill. Any skill checks you make with this skill have +3.
Polymath	You gain 3 skill points.
	Pick this at level 15!

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

HP	Roll	Total
Level	d8	10
1	8 [3]	19
2	4	24
3	4	29
4	4	34
5	4	39
6	4	44
7	4	49
8	4	54
9	4	59
10	4	64
11		——
12		——
13		——
14		——
15		——
16		——
17		——
18		——
19		——
20		——

Psionics?
Martial

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

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

Psionic Slots		
Slots	Bonus	Total
Lesser	0	0
Greater	0	0

What colors do you want? [7]
Text

What is the source of your psionics?	Charisma

Sheer force of personality works wonders; your psionic skill is Performance.

Initiative		Base Speed	
Bonus	+0	Bonus	+0
Total	+3	Total	30

Anything... special about you?	All-Rounder

You're just a normal kid, or as normal as one can be in a setting like this. You begin play with either 4 additional skill points, or a second strife specibus of choice.

Titles	#1
Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	3cb852 [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!

Blackboard

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

Name	Tier	Specibus	Effect	Flavor Text
Fingerless Gloves	2	HandKind	Street Fighter's Friends.	Free Hands? Free Grabs.
Embellished Gloves and Shoes	2	MrtlArtsKind	Just looks good.	Fancy, to the max.
Brass Knuckles	2	FistKind	Only for the Dirtiest Businesses.	Down and Dirty.
Nothing	0	NothingKind	Literally nothing in hand	Just your Empty Hands

Name	Tier	Effect	Flavor Text
Star's Casual	2	A Casual Wear for any Star of the Show	Just a button up shirt and pants, nothing TOO Fancy.
Star's Shades	2	Look Cool while Fighting	Master of nothing at all.
Star's Coat	2	Oversized but Eye-Catching.	Now THIS is for the Fancy!

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

Grist Spent	0

Highest Gate Reached	0
Room Points (RP)	0
BG to Next Tier	25

Gate	Grist
1	25
2	50
3	75
4	100
5	125
6	175
7	225

Session Length?
Length 1

Tower

Your house

Household Blackboard

What's your house like? What's in it? Who lives in it? What's interesting about it?
Describe it here.

Boondollars [10]	
Level	BD Gained
2	800
3	1200
4	1600
5	2400
6	3000
7	3600
8	4200
9	4800
10	13050
11	——
12	——
13	——
14	——
15	——
16	——
17	——
18	——
19	——
20	——

Search Function	
What Is This?	This is the search function. As of 06/26/2020, this is incomplete, but it serves as a glossary for housebuilding and an errata for small clarifications!

Followers

Name	Role	Description

Ledger (Use this to keep track of your purchases)

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.

Blackboard

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

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.

	Customiz	Tier	0	Stat	STR	Hit	+9 to hit
Type	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

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!

[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.