	Level:	1	Lantern's Child Scholar
ı	0 :	XP	Next level at 30 XP
ı			

Lizhok Ornunu	??? [1]
Female Troll	??? of ???
universalMastermind [UM]	Land of ??? and ???
laceangel_6092	"I'm PostmodΣrn . You wouldn't undΣrstand."

Skill	Stat	Bonus	Total
Athletics	Str	+0	-1
Endurance	Con	+0	+2
Acrobatics	Dex	+0	+1
Sleight of Hand	Dex	+0	+1
Stealth	Dex	+0	+3
Engineering	Int	+0	+3
Investigation	Int	+0	+5
Occult	Int	+0	+6
Animal Handling	Wis	+0	+2
Insight	Wis	+0	+4
Medicine	Wis	+0	+2
Perception	Wis	+0	+2
Sanity	Wis	+0	+2
Survival	Wis	+0	+3
Deception	Cha	+0	+0
Intimidation	Cha	+0	+0
Performance	Cha	+0	+0
Persuasion	Cha	+0	+0

<u>Aegis</u>	HP lost	Hit Points		HD left	HD max
0	0	<u>19 / 19</u>		1	1
Temporary HP		100%		Hit Di	e Roll
0				1d8+1	

<u>Greater slots</u>

0

L	Speed	30 It.	rassive reice	ption	Proficiency	+2
	<u>Initiative</u>	+1	12		Proficiency	+2
ı	Ability Sco	res	Armor Class	12		<u>ıffs</u>
ı	Strength	8 (-1)	Armor Class	+0	Rupture	0
ı	Constitution	12 (1)		10	Sunder	0
	Dexterity	13 (1)	Fortitude	+0	Fade	0
ı	Intelligence	17 (3)	p. 6	14	Cripple	0
I	Wisdom	14 (2)	Reflex	+0	Setback	0
ı	Charisma	10 (0)	Will	10	Max HP Redux	0
			WIII	+0		
Γ	Hit Bonus	+0	Crit Range	20	<u>Defense Bonus</u>	+0

Resources										
Erudition		Lesser Slot	ts	Name		Name		Name		
2 2		2 2				1		1		
Current	2	Current	2	Current		Current		Current		
<u>Maximum</u>	2	<u>Maximum</u>	2	<u>Maximum</u>		<u>Maximum</u>		<u>Maximum</u>		

<u>Lesser slots</u>

2

<u>Wardrobifier</u>								
<u>Hand</u>	<u>Wardrobe</u>	<u>Hand</u>						
Purple Tome	Golden Trenchcoat	Steel Pickaxe						
Accessory	Accessory	Accessory						
Gold Belt Buckle	Black Eyeglasses	Black Sweater						

Purple Tome Tier 0 Psionic Focus									
It's a purple tome. Holds eldritch knowledge. It used to be a notebook you kept your notes in.									
Steel Pickaxe Tier 0 Pickaxekind A steel pickaxe you stole. A pickaxe. Though, it's bound to crack more heads than rocks, with how you're using it.									
Golden T	renchcoat Tier () Apparel							
Golden Trenchcoat Tier O Apparel A golden trench coat. Brighter than usual, to show off. You've considered wearing it like a cape, but that's too stupid looking even for you.									
Gold Belt Buckle	<u>Black</u> Eyeglasses	Black Sweater							
Self-explanatory. Not real gold.	Circular eyeglass frames. The lenses are popped out.	A black v-neck sweater, to break up the yellow.							

<u>maximum</u>	2	<u>махі</u>	<u>mum</u>	2	<u>махі</u>	<u>mum</u>		<u>мах</u>
Purple Tome	me Beast Cor <u>Tier</u>		0	Stat	INT	Hit	+5 t	o hit
Type Ps	ionic Pow	er	Ammo/0	Charges	0/0	Bonuse	es to hit:	0
<u>Name</u>	<u>Dice</u> [2]	<u>Dmg</u>			Descr	<u>iption</u>		
Natural Communion (affinity)			You gain a psionic ability to sense, commune, and otherwise deal with animals and the like, such as underlings. You can interchangeably use your psionic skill or Animal Handling for those abilities where necessary. This affinity works with the psion's other senses; the SM may require such a check to sense animals they do not sense otherwise, or to persuade animals to act against their natural instinct, at the SM's discretion. Additionally at the SM's discretion instinct, at the SM's discretion act against their natural instinct, at the SM's discretion act against their natural instinct, at the SM's discretion. Additionally at the SM's discretion of a some spend a lesser slot to automatically pass some check where this affinity came into play, sense the exact locations of all animals within range, or otherwise supercharge your animalistic gift to attempt something extraordinary with your ability you normally would not be able to do. This affinity is used as a free action if an action cost must be specified.					
Beastmaster (at- will)	Pd2+PCM	2d2+3	Minor action weapon	on: Comma attack (ran	nd your Bes ge: 5 ft.) as damage: F	gainst a ta	to each mak rget in range	e a melee e. [Base
Beastmaster (channeled)					Bestial Allies	s' hit point 0 minutes	to fully rest s. to replace o	·
Beastmaster (lesser)			AC/resista 2P for an them, but until dism	dium-sized ances of 12 by skill chec do not att hissed as a	+P. They us +P. They us ks, and mo ack on their free action. Allies at the used to fi	ith Level*! e your bas ve during own. The You can o a time. ght if outs with and	ly minion. The first points a speed plus your turn as y last for 24 anly have two dide your ran follow orders	s 10, use you will hours or o Bestial ge, they
Skinwalker- (channeled)			perceive t	through the	u expand y	our affinity	, allowing you	you can
Skinwalker (lesser)			Channeled the next creature v your Bes powerfi discretion controllir	I action: You convith which which which which which which which was also and an an and them in the may be possible.	u expand you an also take you can con to be controll might shrug ot capable of this way, the sible, also a	our affinity our affinity our direct, fir nmune. Mu led withou off your co of fighting ough indiv at the SM's	in a curious ne-tuned cor undane creat t much incid control, at th as the creat idual hostile s discretion.	s way. For ntrol of a cures and ent, but e SM's ure while actions
			creature, contro discretion that mig	and creatu ol and use n, you may ght ordinar	res controlle when outsic have to ma ily be secon	ed this way le your ran ake a chec d nature t	in control of are more of age; at your k to perform the host or	lifficult to SM's actions eature.
Sensory Overload- (at will)			Major action you break	resistance	n attack aga , the target Deafened f	is Blinded	jet's Will res , Crippled (h	istance. If nalf), and
Sensory Overload- (lesser)			you break	resistance	, the target	is Blinded	jet's Will res , Deafened, f your next t	Exposed,
Naturalism (at-will)	Pd3+PCM	2d3+3			grant an a		listed dama	

Steel Pickaxe	PickaxeKi	Tier	0	Stat	DEX	Hit +3	to hit
	/ersatile F oad Weap		Ammo/Charges 3/3 Bonuses to hit:				
<u>Name</u>	Dice	Dmg			Descr	iption	
Strike	Qd6+DEX	1d6+1	Major acti	on: Make a range. [i	melee atta Base dama <u>c</u>	ck against a single ta je: Qd6+STR, basic]	rget within
Mine	2Qd4+DEX	2d4+1	Major action: Make a melee attack against a single target within range. Decrease charges by 1. [Base damage: 2Qd4+STR]				rget within 14+STR]
Stab	Qd6+DEX	1d6+1	Major action: Make a melee attack against a single target withir range. If you hift, you inflict DoT (Q, 5 rounds) on the target. Decrease charges by 1. [Base damage: Qd6+STR]				
Perforate	Qd4+DEX	1d4+1		you hit, the	target is R	ck against a single ta uptured (2Q). Decrea lage: Qd4+STR]	
Excavate	Qd4+DEX	1d4+1		you hit, the	target is S	ck against a single ta undered (2). Decreas age: Qd4+STR]	
Reload			Major act	ion: Increa	se charges	to max. This is a basi	c abilitech.

Naturalism (channeled)			Channeled action: Your expand your affinity to gain a sixth sense for landscapes and natural environments, similar to animals' magnetoreception. You can interchangeably use your psionic skill or Survival for those abilities where necessary, and the SM may require such a check to tell specific details about an environment, find some lost locale, sense changes in the weather, or some other use for this sixth sense, at the SM's discretion.					
Naturalism (lesser)	Pd4+PCM	2d4+3	Major action: You heal yourself and two other allies within range for half the listed damage. If a recipient of the healing is a Bestial Ally, heal them for the full amount instead. [Base damage: Pd4+PCM]					
Pack Tactics (at-will)			Reaction: As a reaction to an attack being made against a target, if the attacker has any allies and/or minions adjacent to that target, they gain +3 to the attack roll.					
Pack Tactics (lesser)			Reaction: As a reaction to your Bestial Ally attacking a target, your attack rolls and skill checks against them have advantage for 1 round.					
Pack Tactics (lesser)			Major action: You Aim, but instead of targeting yourself or an ally to grant the bonus, you target an enemy within range and the Aim die is usable by anyone who attacks them. This lasts for 1 minute. Once per round, whenever two separate creatures land damaging attacks on them, the second of those attacks adds the listed damage to the damage roll. [Base damage: 043-PCM]					
Feral Instinct (atwill)			Reaction: As a reaction to an incoming attack roll against a resistance, impose -2 to the attack roll. Free action: Whenever you Assail for a Bestial Ally, it applies to both.					
Feral Instinct- (lesser)			Free action: Grant yourself and your Bestial Allies +1 crit range for 1 minute. This effect cannot stack.					
Feral Instinct (greater)			Free action: Empower your Bestal Allies. They are healed to full, gain Aegis (PCS/2), and gain +1 die size to damage rolls. Commanding your allies to attack with at-will Beastmaster has its action cost changed from a minor action to a free action that can be done once per round on your turn. This lasts for 1 minute.					
Therianthropy (greater)			Full-round action: Why limit yourself to lycanthropy? You shapeshift into a bipedal, animalistic form influenced by the shape of your Bestial Allies. For the next 1 minute, your base speed is increased by 10 ft., you have +2 to AC/resistances, and whenever you command your Bestial Allies to attack, you can perform a separate minor action alongside it.					
"Druids are kinda like clerics except not at all."								
Hands: One, Range: 120 feet.								
Notes: The exact nature of your Bestial Allies is up to you and your SM. As long as they can be called or summoned, and can be replaced or revived or resummoned if killed (or said to flee or some other explanation that takes it off the field), it will suffice.								
Some other explanation that takes it off the field), it will suffice.								

If there's any other notes about this specibus or power, put it here!

Range: 5 feet, Rounds/Charges: 3						

Pillar, Racial, and Milestones

Racial | Presence of Mind: Lateral Thinking Given a problem, you see solutions where others don't. P times per short rest, once per check, you add +3 and a Stakes die to a non-strife skill check.

Rapidity, Ivl 1, Strategist

Once per round, when you Aim, Avert, Assail, or make a skill check in a strife as part of an action or ability, you have +1d3 to your crit range for 1 round. Additionally, once per round, you can Discern as a free action. If you aiready know at least one hidden feature about your target, you have advantage on this check.

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

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

<u>Specializations</u>

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

Strategist

You are a Strategist! Your bread and butter is preparation and trickery, because you abhor the idea of a fair fight.

Remember, you pick one Step every two levels!

Decors and Demeanor

Erudition

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.

Persona: Intelligentsia Neason, or Exploitation.
You have a fair understanding of the social rituals and norms followed by the academics, teachers, and scholars of a 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.

Pick this at level 3!

Pick this at level 7!

Pick this at level 9!

Pick this at level 15!

The Goldspace Coat Modus is a modi made by Lizhok. She imbued her overcoat with Goldspace properties. The Goldspace area of it can store just about anything of any size, though due to the fact it needs to fit into the inner-side of the coat, functionally, it can only store anything large or smaller. Only the inner-side of the coat is imbued with Goldspace. The outside is just a normal coat.

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			
(eytra space)	n			

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

	Sylladex (Goldspace Coat Modus)					
		Notebook	Pen Collection	Wallet (Empty)		
captchalogue deck do you have?	Packial	Pack of Cards	Artori's Cigarette Pack	Artori's Personal File		
Your items only deal 1 damage when ejected, but you can captchalogue items of one size		Giant Science Book	Giant History Book	Notes (For Medical Issues)		
bigger than you or small and your deck's size is re	er (default is Large),	Cookies (Home-baked)	Bag Of Food For Arty	Old Occult Scriptures		
(unhide rows below the	sylladex)	Sleeping Bag				
What's your fetch modus? What skill does it take to use it?						
Goldspace Coat	Occult					
Great! You use this skill when making attacks with your sylladex.						
_	•					
	•					

Backstory (what's their story?)	
The Universal Scholar	
Personality (what are they like?)	
An eccentric and knowledgeable troll. Despite having such an expansive knowledge, Lizhok struggles with the idea of lies or wanting to be ignorant. She believes the truth must be unveiled for all, no matter what. Lizhok is driven and will do anything to achieve what she views as her purpose, regardless of its costs or risks.	
Guardian (who raised them?)	
A bigger-sized skunk. It largely stays out of Lizhok's way, and Lizhok stays out of it's way, but they share the common interest inless than legal means of obtaining items and entering restricted buildings. They're not friends by any means, and can and have gotten into arguments, but they're"tame," compared to some of their peers.	
Hobbies (what do they like to do?)	
Given Lizhok is a jack of all trades, master of all (soon!), she has many hobbies. Among the simpler one, she loves baking and reading. She lacks time to fulfill these hobbies, but still tries to make time in her busy learning schedule for the time to eat and read.	
Quirk (how do they type?)	
No typing quirk hΣrΣ. Promise! o.o	
Roleplay Scribble (what do they RP like?)	
Your coat flaps in the wind. Well, actually, it's stuck on the windowsill. You tug on it until the windowsill lets go of your coatwhich ends in you falling on your ass. You pick yourself up and dust yourself off, being particularly stealthy doesn't matter (hopefully), as this building is abandoned (again, hopefully.) You begin making your way around the building, and find your way to the shelves and shelves of documents. You attempt to find any categorical listing, and eventually pull out a cabinet with a large collection of papers on employees. You sift through each one, and grab one that catches your eye. It's a detective's paper, one Artori Kavara. You take it and sift it into your sylladex for safe keeping.	Leitmotifs (a musical theme or two, if you wish?)
Looks (what do they look like?)	Main Theme
A goldblood troll. From top to bottom, they wear glasses which've had their lenses popped out, a black v-neck sweater overtop a yellow shirt, a yellow trenchcoat, and some baggy pants held up by a belt. Their hair is short and messy, but clean.	YIIK - Mind Dungeon
SM Notes (is there anything you want the SM to know?)	Strife Theme
Standard lines and veils from the server! Everything else is a-go!	Cookie Run - Transfigure (instr.)
Knives	Boss Theme
Lizhok has no understanding of secrecy or privacy. It goes without saying, Lizhok is not in good graces with the law.	<u>Made in Abyss s2 - Relinquish</u>
Spoons	Idle Theme
Her name is pronounced Liz-hawk Or-New-New The "Goldspace" mentioned in her modus is just a reflavored bluespace from sci-fi works. Lizhok has an interest in the eldritch, but also just loves the vibes from it.	<u>Katana Zero - A Fine Red Mist</u>
Pet	[theme 5?]
Artemis, or "Arty" is a Snowy Owl. She likes perching on Lizhok's shoulder. She will often join Lizhok on her knowledge excursions, though doesn't provide any support other than moral support. But that alone is more than Lizhok could ever ask for.	

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	Lantern's Child Scholar	See character creation!
2		1 Step, 2 stat points, 3 skill points
3		1 Decor, 1 Stage
4		1 Step
5		Lvl 5 Specialization, 2 stat points, 3 skill points
6		1 Step
7		1 Decor
8		1 Step, 2 stat points, 3 skill points
9		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 v skill points at level	Expertise? [4]	Max [5]	
Athletics			2
Endurance	1		2
Acrobatics			2
Sleight of Hand			2
Stealth	2		2
Engineering			3
Investigation	2		3
Occult	3		3
Animal Handling			2
Insight	2		2
Medicine			2
Perception			2
Sanity			2
Survival	1		2
Deception			2
Intimidation			2
Performance			2
Persuasion			2
Total Skill Points	11		

What is the source of your Intelligence psionics?

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	12			12	+1
1	DEX	13			13	+1
	INT	15	2		17	+3
	WIS	14			14	+2
	CHA	10			10	+0
•		Hit Die		d	8	
		Caste		Lo	w	

What's your race? Gold		
Has +2 INT. Racials are e	ither Presence of Mind or blood.	

And your racial ability?	Presence of Mind: Lateral Thinking

Given a problem, you see solutions where others don't. P times per short rest, once per check, you add +3 and a Stakes die to a non-strife skill check.

CL			What recistance	are vou
<u>Stat Increases</u>		What resistance are you proficient in? At character		
Level	Stat 1	Stat 2	creation, pick of	
2			Fortitude	
5			Reflex	
8			Will	>
11			What stats doe	s your
14			wardrobe u	se?
17			Stat One	Wis
20			Stat Two	Int

Stages (you get them every second Decor)		
	Pick this at level 3!	
	Pick this at level 9!	
	Pick this at level 15!	

Initiative	Base Sneed
<u> </u>	Dasc Speca

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

<u>HP</u>	<u>Roll</u>	<u>Total</u>
<u>Level</u>	d8	10
1	8 [3]	19
2		
3		
4		
5		
6 7		
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 abilitech of one strife specibus. When you gain a Step, you can learn one unknown subpower or special abilitech per psi power or strife specibus you know, when you gain a Decor you gain 1 skill point, and you have +1 die size to your Hit Die.

How psionically sensitive are

Will resistance has a -4 malus.

<u>Psionic Slots</u>				
Slots	Bonus	Total		
Lesser	0	2		
Greater	0	0		

What colors do you want? [7]

Text	
Titles	#1

Potent minds make potent psions; your psionic skill is Occult.

Blackboard

Bonus	+0	Bonus	+0
Total	+1	Total	30

Anything special about you?	All-Rounder

Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	#f1c23 2 [8]
Bar Remaining	16e711 [9]

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!

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

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

Name	Tier	Specibus	Effect	Flavor Text
Steel Pickaxe			A steel pickaxe you stole.	A pickaxe. Though, it's bound to crack more heads than rocks, with how you're using it.
Purple Tome	0	Psionic Focus	It's a purple tome. Holds eldritch knowledge.	It used to be a notebook you kept your notes in.

Name	Tier	Effect	Flavor Text
Golden Trenchcoat	0	A golden trench coat. Brighter than usual, to show off.	You've considered wearing it like a cape, but that's too stupid looking even for you.
Gold Belt Buckle	0	Self-explanatory. Not real gold.	The yellow almost hurts your eyes.
Black Eyeglasses	0	Circular eyeglass <i>frames</i> . The lenses are popped out.	Your eyes are fine, they just look cool.
Black Sweater	0	A black v-neck sweater, to break up the yellow.	"Do Σ sn't matt Σ r the climat Σ , I WILL w Σ ar this!"

Rem					
Teample Team Team A & B Team B Teample cost X Uhis is a pracecholder (set.)	Item	Components	Cost	Tier	Description
	Example Item	Item A && Item B	[example cost]	Х	this is a placeholder text.
	·				·

Orist Sperit	0	
Highest Ga	te Reached	0
Daama Da	into (DD)	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		

Boondollars [10]

Tower

House	hold	Black	board	

You wouldn't call Lizhok's home a "house," per se.
 It's an abandoned, archaic library. The kind
 where you could easily fall to your death if you
 had bad balance. Despite this, and the shattered
 windows, and the drafty, dusty air, Lizhok and
 her lusus call this place home. Most of the fiction
 books have been replaced with non-fiction books,
 science, or history books.

Υ	\sim	ır	h	\sim	10	0

BD Gained

19

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.

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

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

	Cti.	Ties	0	Stat	STR	Hit	+1 t	a bit
_	Customiz							
Type Examplekind			Ammo/Charges 0/0 Bonuses to hit: 0					
<u>Name</u>	<u>Dice</u>	<u>Dmg</u>			Descr	<u>iption</u>		
Test 1			Descriptions go here.					
Test 2			And here too.					
Test 3			And so on and so forth.					
Example Notes								

	Blackboar

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.