

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

Lizhok Orunu	??? [1]
Female Troll	??? of ???
universalMastermind [UM]	Land of ??? and ???
laceangel_6092	"I'm <i>PostmodErn</i> . You wouldn't undErstand."

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

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

Aegis	HP lost
0	0
Temporary HP	0

Hit Points
19 / 19
100%

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

Lesser slots	2	Greater slots	0
Speed	30 ft.	Passive Perception	12
Initiative	+1	Proficiency	+2

Ability Scores	Armor Class	Status Debuffs
Strength 8 (-1)	+0	Rupture 0
Constitution 12 (1)	+10	Sunder 0
Dexterity 13 (1)	+0	Fade 0
Intelligence 17 (3)	+14	Cripple 0
Wisdom 14 (2)	+0	Setback 0
Charisma 10 (0)	+10	Max HP Redux 0
	+0	
Hit Bonus	+0	Crit Range 20
		Defense Bonus +0

Purple Tome Tier 0 Psionic Focus		
It's a purple tome. Holds eldritch knowledge.		
<i>It used to be a notebook you kept your notes in.</i>		
Steel Pickaxe Tier 0 Pickaxe Kind		
A steel pickaxe you stole.		
<i>A pickaxe. Though, it's bound to crack more heads than rocks, with how you're using it.</i>		
Golden Trenchcoat Tier 0 Apparel		
A golden trench coat. Brighter than usual, to show off.		
<i>You've considered wearing it like a cape, but that's too stupid looking even for you.</i>		
Gold Belt Buckle	Black 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.

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

Purple Tome	Beast Co	Tier	0	Stat	INT	Hit	+5 to hit
Type	Psionic Power		Ammo/Charges	0/0	Bonuses to hit:	0	
Name	Dice [2]	Dmg	Description				
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, you can 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: Command your Bestial Allies to each make a melee weapon attack (range: 5 ft.) against a target in range. [Base damage: Pd2+PCM]				
Beastmaster (channeled)			Channeled action: Channel for 15 minutes to fully restore your Bestial Allies' hit points.				
Beastmaster (lesser)			Channeled action: Channel for 30 minutes to replace one fallen Bestial Ally. Major action: Summon a loyal Bestial Ally minion. They are Medium-sized creatures with Level*5 hit points and AC/resistances of 12+P. They use your base speed plus 10, use 2P for any skill checks, and move during your turn as you will them, but do not attack on their own. They last for 24 hours or until dismissed as a free action. You can only have two Bestial Allies at a time. While they cannot be used to fight if outside your range, they can otherwise still be interacted with and follow orders like any other loyal animals.				
Skinwalker (channeled)			Channeled action: You expand your affinity, allowing you to also perceive through the senses of the animals with which you can commune, for as long as you maintain the channel.				
Skinwalker (lesser)			Channeled action: You expand your affinity in a curious way. For the next hour, you can also take direct, fine-tuned control of a creature with which you can commune. Mundane creatures and your Bestial Ally can be controlled without much incident, but powerful animals might shrug off your control, at the SM's discretion. You are not capable of fighting as the creature while controlling them in this way, though individual hostile actions may be possible, also at the SM's discretion. Your actual body is left incapacitated while in control of another creature, and creatures controlled this way are more difficult to control and use when outside your range; at your SM's discretion, you may have to make a check to perform actions that might ordinarily be second nature to the host creature.				
Sensory Overload (at-will)			Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Blinded, Crippled (half), and Deafened for 1 round.				
Sensory Overload (lesser)			Major action: Make an attack against a target's Will resistance. If you break resistance, the target is Blinded, Deafened, Exposed, Stuck, and Weakened until the end of your next turn.				
Natureism (at-will)	Pd3+PCM	2d3+3	Major action: You grant an ally half the listed damage as temporary hit points. [Base damage: Pd3+PCM]				

Steel Pickaxe	PickaxeK	Tier	0	Stat	DEX	Hit	+3 to hit
Type	Melee Versatile Finesse Reload Weapon		Ammo/Charges	3/3	Bonuses to hit:	0	
Name	Dice	Dmg	Description				
Strike	Qd6+DEX	1d6+1	Major action: Make a melee attack against a single target within range. [Base damage: Qd6+STR, basic]				
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]				
Stab	Qd6+DEX	1d6+1	Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target. Decrease charges by 1. [Base damage: Qd6+STR]				
Perforate	Qd4+DEX	1d4+1	Major action: Make a melee attack against a single target within range. If you hit, the target is Ruptured (2Q). Decrease charges by 1. [Base damage: Qd4+STR]				
Excavate	Qd4+DEX	1d4+1	Major action: Make a melee attack against a single target within range. If you hit, the target is Sundered (2). Decrease charges by 1. [Base damage: Qd4+STR]				
Reload			Major action: Increase charges to max. This is a basic ability.				

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 in...less 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?)	Leitmotifs (a musical theme or two, if you wish?)
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 coat...which 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.	
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.	Made in Abyss s2 - Relinquish
Spoons	Idle Theme
Her name is pronounced Liz-hawk Or-New-New The "Goldspace" mentioned in her modus is just a re-flavored bluespace from sci-fi works. Lizhok has an interest in the eldritch, but also just loves the vibes from it.	Katana Zero - A Fine Red Mist
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 with 6 skill points at level 1)	Expertise? [4]	Max [5]
Athletics	<input type="checkbox"/>	2
Endurance	1 <input type="checkbox"/>	2
Acrobatics	<input type="checkbox"/>	2
Sleight of Hand	<input type="checkbox"/>	2
Stealth	2 <input type="checkbox"/>	2
Engineering	<input type="checkbox"/>	3
Investigation	2 <input type="checkbox"/>	3
Occult	3 <input type="checkbox"/>	3
Animal Handling	<input type="checkbox"/>	2
Insight	2 <input type="checkbox"/>	2
Medicine	<input type="checkbox"/>	2
Perception	<input type="checkbox"/>	2
Sanity	<input type="checkbox"/>	2
Survival	1 <input type="checkbox"/>	2
Deception	<input type="checkbox"/>	2
Intimidation	<input type="checkbox"/>	2
Performance	<input type="checkbox"/>	2
Persuasion	<input type="checkbox"/>	2
Total Skill Points	11	

What is the source of your psionics? Intelligence

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
DEX	13			13	+1
INT	15	2		17	+3
WIS	14			14	+2
CHA	10			10	+0
Hit Die			d8		
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: 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.

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	Wis
17			Stat Two	Int
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?
Hybrid
You have lesser slots, you have Psi Vulnerability, and you know one subpower of one psi power and one special abilttech of one strife specibus. When you gain a Step, you can learn one unknown subpower or special abilttech 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	2
Greater	0	0

What colors do you want? [7]
Text
Titles #1

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

Bonus	+0	Bonus	+0
Total	+1	Total	30

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

Blackboard

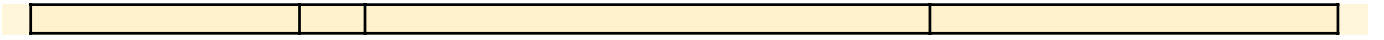
One day. this space might be taken up for a future addition to the RPGStuck system! Until then, use this space to write down any notes you have!

Anything... special about you?	All-Rounder
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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!



[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.