

Level:	10	Mercynary
	2,190 XP	Next level at 3640 XP

Raesal Haygue	Dream Moon [1]
Female Peachblood	Mage of Hope
tacticallyImpactful [TI]	Land of Paper and Votives
rhymebeat	"I didn't ælways believe in mercy. But He did. /End I'm grateful for thæt."

Wardrobifier		
Hand	Wardrobe	Hand
Crucifix	Police Armor	Troll Blaster
Accessory	Accessory	Accessory
Sacred Lantern		

Skill	Stat	Bonus	Total
Athletics	Str	+0	-1
Endurance	Con	+0	+4
Acrobatics	Dex	+0	+2
Sleight of Hand	Dex	+0	+4
Stealth	Dex	+0	+7
Engineering	Int	+0	+5
Investigation	Int	+0	+7
Occult	Int	+0	+13
Animal Handling	Wis	+0	+2
Insight	Wis	+0	+3
Medicine	Wis	+0	+2
Perception	Wis	+0	+4
Sanity	Wis	+0	+2
Survival	Wis	+0	+2
Deception	Cha	+0	+2
Intimidation	Cha	+0	+1
Performance	Cha	+0	+0
Persuasion	Cha	+0	+0

Aegis	HP Lost				HD Left	HD Max
0	0				1	10
Temporary HP					Hit Die Roll	
0					1d6+2	
Lesser slots		8	Greater slots		4	
Speed	30 ft.	Passive Perception	Proficiency	+4		
Initiative	+2	14				
Ability Scores		Armor Class	13	Status Debuffs		
Strength	8 (-1)		+0	Rupture	0	
Constitution	14 (2)	Fortitude	11	Sunder	0	
Dexterity	14 (2)		+0	Fade	0	
Intelligence	20 (5)	Reflex	17	Cripple	0	
Wisdom	14 (2)		+0	Setback	0	
Charisma	10 (0)	Will	12	Max HP Redux	0	
			+0			
Hit Bonus	+0	Crit Range	20	Defense Bonus	+0	

Crucifix Tier 0 focus
Raesal does not fully understand the significance of the cross to the people of Earth, but hey, she can use it as a focus.
Troll Blaster Tier 0 beamkind
A standard issue tealblood blaster pistol. Set to kill and only to kill, because of course it is.
Police Armor Tier 0 Apparel
A set of chitinleather clothes Alternian police officers wear. She added a little waistcoat on top of it to customize it.
Sacred Lantern

Resources				
Name	Name	Name	Name	Name
Current	Current	Current	Current	Current
Maximum	Maximum	Maximum	Maximum	Maximum

Type	Psionic Power	Tier	0	Stat	Int	Hit	+9 to hit
Name	Dice [2]	Dmg	Ammo/Charges	0/0	Bonuses to hit:	0	
Sight (affinity)							Your eyesight is enhanced. You have night vision, and your eyesight is potent enough to count as a Stakes die. You can spend a lesser slot to turn your vision telescopic, see heat signatures within range, and/or selectively see through objects within range. This effect lasts for 1 hour. At the SM's discretion, you can spend a lesser slot to automatically pass some check where this affinity came into play.
Eyebeam (at-will, ranged)	Pd4+INT	4d4+5					Major action: Make a ranged attack against a target's AC. [Base damage: Pd4+PCM]
Eyebeam (at-will, multishot)	Pd3+INT	4d3+5					Major action: Make three ranged attacks, each with disadvantage, each against a single target within range, targeting AC. [Base damage: Pd3+PCM]
Eyebeam (at-will, line)	Pd2+INT	4d2+5					Major action: Make a ranged attack against AC, drawing a 20 ft. line, both ends within range and hitting everyone in this line. [Base damage: Pd2+PCM]
Eyebeam (lesser, ranged)	Pd8+INT	4d8+5					Major action: Make a ranged attack against a target's AC. [Base damage: Pd8+PCM]
Eyebeam (lesser, line)	Pd4+INT	4d4+5					Major action: Make a ranged attack against AC, drawing a 90 ft. line, both ends within range and hitting everyone in this line. [Base damage: Pd4+PCM]
Convergence Beam (at-will)	2P	2P					Major action: Make a ranged attack against a target's AC. This attack has the Combo property. [Base damage: Pd3+PCM] Free action: Once per turn, after hitting with both major and minor combo attacks with the Convergence Beam subpower in the same turn, make a ranged attack against a target's AC. [Base damage: 2P]
Ocular Charge (at-will)							Major action: Your first ranged subpower with the Eyebeam subpower next turn is Empowered.
Ocular Charge (lesser)							Minor action: When making an attack with an Eyebeams subpower, you may bend the beam to ignore hit maluses.
Ocular Charge (lesser)							Minor action: After landing an attack, you Sunder (3) the target.
Lock On (at-will)							Minor action: When targeting anatomy, you reduce the defense bonus and crit penalty of that anatomy by 2, to a minimum of 0.

Type	Psionic Power	Tier	0	Stat	Int	Hit	+9 to hit
Name	Dice	Dmg	Ammo/Charges	0/0	Bonuses to hit:	0	
Diagnosis, ability (affinity)							You gain a sixth sense attuned to biological anatomy. Your ability to Discern and Scrutinize extends to nearby biologicals within 100 feet, whether it be their health, afflictions, new or old injuries, etc. You can interchangeably use your psionic skill or Medicine for those abilities where necessary, and the SM may require such a check to tell specific details about a creature's biology, detect infection vectors in an area, or some other use for this sixth sense, at the SM's discretion. This affinity is used as a free action if an action cost is not given elsewhere.
Diagnosis, healing (affinity)							Your healing is more effective on creatures you have recently Scrutinized, or Discerned on the same turn as the heal. If rolling for healing, you may reroll the amount healed. If healing a flat amount, add your PCM to it.
Diagnosis, rules (affinity)							You can spend a lesser slot to heighten this sixth sense, allowing you to sense and track the locations of living creatures within this range for 30 minutes. At the SM's discretion, you might also spend a lesser slot to track the trails of living creatures, automatically pass some check where this affinity came into play, or otherwise supercharge your psi sense to attempt something extraordinary with your affinity not covered in this writing.
Lay On Hands (lesser)	2Pd3+INT	8d3+5					Major action: You heal an ally for the listed damage. [Base damage: 2Pd3+PCM]
Lay On Hands (greater)	2Pd6+PCM	8d6+5					Major action: You heal all allies within 30 feet for the listed damage. You also heal yourself, but for half the listed damage. [Base damage: 2Pd6+PCM]
Lay On Hands (greater)							Major action: You use the lesser version of Lay On Hands thrice. For each usage, you can heal yourself instead of an ally, but for half the listed damage instead.
Acupressure (at-will)							Reaction: On yourself or an ally, choose one status condition with a duration of two minutes or less. You reduce its duration by 3 rounds. If this eliminates the condition, they are then immune to it for 3 rounds.
Acupressure (lesser)							Minor action: Remove all status conditions from a target. They are then immune to new status conditions for 1 minute.
Acupressure (greater)							Major action: Poke an ally in their meridians. For the next 1 minute, they have Aegis (P), lose all negative conditions and are immune to them, and heal for P hit points at the start of each of their turns.
Vitalistic Circle (at-will)							Channeled action: Have everyone hold hands in a circle, including yourself, then channel for 1 minute. This links everyone in the circle in a Sympathetic Bond for 1 hour; whenever anyone is psionically healed (or through Steps), you may split and distribute the healing as you see fit, as long as all parties involved agree to it. Additionally, the Lay On Hands subpower can be used on bonded allies regardless of distance. Only four creatures can be in this bond, including yourself, and they cannot count as part of this bond if they are more than 100 feet from you.
Vitalistic Circle (at-will)							Reaction: As a reaction to healing being distributed, choose a Sympathetic Bondmate to heal for an additional P hit points. This bonus amount cannot be distributed.

					Preparation (lesser)	Pd6+INT	4d6+5	Free action: After using an Enchant subpower, you gain Aegis (Lv) against the next instance of damage you take. If this effect is still active when you next make a weapon damage roll, you lose the Aegis and add Lv to your next weapon damage roll.
					Preparation (lesser)			Minor action: Now do it again. After landing an attack roll, your next damaging attack deals additional damage equal to the listed damage. This effect does not stack. [Base damage: Pd6+PCM]
					Airtime (at-will)			Minor action: After landing an abilitch, you may either push the target 10 feet, or move 10 feet that ignores difficult terrain.
					Airtime (lesser)			Free action: After landing an abilitch, you also knock the target Prone and they cannot use reactions for 1 round.
					Airtime (lesser)	Pd4+INT	4d4+5	Minor action: Coming down the mountainside! After landing a damaging attack, check if you moved at least 20 feet towards the target on this turn prior to attacking. If you did, you deal additional damage equal to the listed damage. [Base damage: Pd4+PCM]
					Unravel (at-will)			Minor action: When making an abilitch, you Aim for the attack, but with the bonus die raised one step.
					Unravel (lesser)			Free action: After landing an attack, you also inflict DoT (P, 5 rounds) on the target.
					Unravel (lesser)			Minor action: At the seams. After landing an attack, you also inflict Rupture (P, 2 rounds) and may have the damage roll from this landed attack benefit from it. Rupture from Unravel stacks with other Ruptures.
					Heartseeker (at-will)			Minor action: When landing an abilitch, you also gain +2 crit range on the attack roll.
					Heartseeker (lesser)	Pd2+INT	4d4+5	Free action: After landing an abilitch, inflict Lethal (damage roll, 1 minute). Lethal from Heartseeker stacks twice. [Base damage: Pd2+PCM]
					Heartseeker (lesser)			Minor action: When landing an abilitch, you also gain +4 crit range on the attack roll.
					Scramble (at-will)			Minor action: When landing an attack, you also give the target disadvantage to skill checks for 1 round.
					Scramble (lesser)			Free action: After landing an attack, the target suffers Setback (2).
					Scramble (lesser)			Minor action: Create an opening. After landing an attack, the target is Exposed, Impaired, or Stuck, of your choice, until the end of your next turn. Alternately, you may extend the existing duration of all such conditions on the target by 1 round.

Range: 100 feet, Rounds: 10

Notes: Your rounds recharge to their maximum every minute (10 rounds).

"Magic swords are no basis for a form of government!"

Hands: None, Range: Special.

Notes: A given Enchant subpower may only be cast once per turn, and have the same target(s) as the attack they modify.

Pillar, Racial, and Milestones

<p>Racial On Patrol You learn the following maneuvers, and can use one per round as a free action.</p> <p>>Hammershot: When you land a damaging attack, the target is also Dazed for 1 round. >Fieldcraft: When you make a skill check against a target's resistance, you add +3 to the check. >Fortify: Whenever you are in cover, increase any defensive bonuses from it by +2 until you move again.</p>	
Rapidity, lvl 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 already know at least one hidden feature about your target, you have advantage on this check.
Countermeasure, 2 Steps, Strategist	Once per strife, as a reaction to an attack made from or against a target within 30 feet of you, make a skill check, of your choice. If the skill check beats the attack, the attack does half damage and deals no additional effects, as long as you can justify why the skill you rolled might work in this way.
Favored Tactic, 4 Steps, Strategist	Pick an ability from Pillars and Paths or racial features that is limited in use per strife or short rest. This limit is raised by one.
	Pick this when you have six Steps of your pillar!

Specializations

Path to Power	Pick a psionic power. You immediately learn one subpower in this power. You then learn subpowers in this power as though you were a psion.
	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.
Fire, Walk With Me, Starhunter, Slayer/Strategist	When you land a damaging critical hit or deal at least +50% bonus damage in some way, heal yourself for 2P hit points.
Anatomical Accuracy, Mastermind, Strategist	If you are attacking a target's anatomy, you can ignore either the hit or the crit penalty. If you roll for damage without targeting anatomy, add INT+P to the roll.
Unfettered Channeling, Adherent, Slayer	When casting a damaging psionic power, you may give it +1 die size, but a roll of 4 or less on the d20 causes you to explode, dealing Pd4+PCM damage to all creatures within 10 feet of you, and half that damage to yourself.
Triage Protocols, Vanguard, Strategist	When you heal a target during a strife, increase the healing done by your Level for every +2 crit range on yourself or the target. Twice per short rest, this healing is Empowered and grants Aegis (P, 1 round).
Sixth Heavenly Current, Aspirant, Strategist/Sentinel	Once per round per healed target, when you heal yourself or an ally, you may deal P damage to a target of choice within 50 feet of the healed target. This is an at-will subpower.

Decors and Demeanor

Artifice	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 Finesse, Control, Evasion, or Redirection.
Persona: Enforcer	You have a fair understanding of the social rituals and norms followed by police, inspectors, overbearing mothers, and other disciplinarians 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.
Direction: Conceal	You find you excel when working to cover your tracks. If you can work towards obfuscating the truth, you add one stakes die.
Panoply: Arcana	You have experience with the supernatural. If you suffer any flaws dice when consorting with psionic or other supernatural forces, remove one flaws die (min 0). If you find that the supernatural pushes back against you or an enemy attempts to influence it against you, inflict one flaws die on your opponent.
Knack: Concentration	You have an aptitude with keen senses, filtering out unnecessary stimuli and sensing minute stimuli that others might miss. Whenever you can bring this knack to bear, you add one stakes die.
	Pick this at level 13!
	Pick this at level 15!

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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 (Cross Modus)			
What kind of captchalogue deck do you have?	Heavy	Telescope	
		Mysterious Icon	
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.		Batcage	
What's your fetch modus? What skill does it take to use it?			
Cross	Occult		
Great! You use this skill when making attacks with your sylladex.			

Backstory (what's their story?)

Raesal Haygue is a mutated teal blood with peach colored blood. Since the beginning, she was incredibly fortunate just to survive. The brooding caverns went under inspection on the day she was born, and the overworked Jades missed her blood color. The teal inspector, Inarra Wayne was tasked with culling her. She took her out into the night to avoid contamination of the healthy grubs. But when she was about to kill Raesal her lusus Battholomew intervened. Not wanting to upset her lusus, Inarra decided to take her in.

Since that day, Raesal lived in Inarra's hive and has pretended to be a member of her same caste. Raesal was asked by Inarra to stay with her on patrol to kill any dissidents the latter found. This led Raesal to find a rogue mutant Regina Lapins a cherryblood who's only crime was existence. Torn on what to do, Raesal couldn't act, but Inarra did, culling the poor mutant down without a word. Raesal since that night was unwilling to talk to Inarra about what happened, but that scarred her greatly. Over time she got more and more paranoid. If Raesal ever proved to be more trouble than what she's worth, what if Inarra decided to turn her wrath onto Raesal herself? The following month, Inarra spoke worriedly about the troll census department. It was meant to take a comprehensive analysis of every troll on Alternia, blood color included with collaborators with the mutant menace marked to be executed. One night, Inarra came into Raesal's room, and activated her blaster. In a panic, Raesal grabbed the gun, and turned it against Inarra, leaving her dead.

Raesal fled from Inarra's hive, never to return. Battholomew followed and was able to guide Raesal to a safe cave. That night she dreamt without the protection of sopor slime and came into contact with a dark skinned bearded hornless creature. He called himself JC, and asked Raesal questions. Why should the helpless be culled? Why does she feel bad about taking the blood of her attacker? She had no answers. JC told Raesal that there was another option when violence occurred. Mercy. Unaware of the word, Raesal just looked at Him in confusion. It took him a while to even explain what this concept was and that ultimately she had benefitted from Inarra's. If she walked the path of mercy, she could live without ever having to deal with the guilt of that murder again. She accepted that. JC decided to grant her His power to spread mercy across Alternia. To bring peace to the planet of war. When she awoke, she was unsure if any of that meant anything. Then she noticed all wounds had vanished. When stressed, she unleashed a bolt of holy power. She took this as a sign that JC was real and a powerful benefactor, and that she must do as He said. She decided to wander the world on Battholomew's back. She would find bounties for wanted trolls, claim them and then channeled her Eldrich power into defeating them in combat. Her fighting style blindsided her opponents who were expecting a Teal's non psionic fighting style and a strong preference for open melee combat. The blasts were invariably nonlethal attacks. Raesal offered mercy to her opponents in exchange for their hair and their silence. Every troll she had made this offer to has accepted. But due to the surprise factor of her powers, she seldom got hurt in a way her powers would not heal. Even light scratches were hidden in the dark corners which she dwelt in. None of her enemies had seen her bleed.

This continued until she found the bounty for Derick Corbin. A Cerulean who had stood in the way of a local Purple "art project". He had killed three and had to be brought to justice. Raesal almost always used the cover of darkness to maintain the element of surprise. However, Derick had done as his work at night and his eyes were well adjusted to the darkness. He managed to get some shots into her, not enough to seriously injure her but enough to expose her blood color. Raesal retaliated after a long fight, and had Derick at his mercy. Leaving him alive risked her entire survival on Alternia. She was in a position to shot Derick up forever... But Raesal relented. She anxiously waited for Derick to awaken. When he did, he cut his hand as a gesture of solidarity. He explained that the Purple's "art project" was an excuse to cover over inscriptions that detailed the life of the Signless. Raesal had never even heard of him, and asked Derick for more details. She learned that he was a mutant like herself, and was executed for his ideals of intercaste solidarity, in a suspiciously similar manner to the stories JC had told her about his own alleged death. Raesal wanted to get to the bottom of this, and subsequently decided to join Derick in secret. Publically Derick was the "one who got away" and her arch rival. It was one large act bring attention to Derick and his cause, with Raesal playing heel. Privately the two of them are best friends, though Raesal is generally reserved about her own past due to her deep shame.

Personality (what are they like?)



Raesal is always on edge and is generally a private person, feeling it's best that people know as little about her as possible. She has a bit of a selfish streak developed at a point in time where she believed no one would truly look out for her other than her patron and herself. While motivated to find information and answer mysteries personally, she is cautious and has a tendency towards raw pragmatism. Her preferred way to fight has always been sticking to the shadows whenever possible and waiting in ambush.

Guardian (who raised them?)

Inarra Wayne was a tough, no nonsense troll who believed that every troll should contribute to Alternian society, no matter how said society mistreats them in return. Inarra was very hard on Raesal because she believed Raesal needed to prove herself "worthy" of existing. Tragically, Raesal never truly thought she'd reached that point with Inarra. Battholomew is a large bat lusus who works hard and rests hard. He feels on the trollphagus spider, a species which is significantly larger than him, he doesn't need to feed often, and this will sleep. This gives Raesal breaks from the spider dodging, but it means that she can seldom depend on his help either.

Hobbies (what do they like to do?)

Raesal is one who enjoys staring at the stars, and has since she was little. She wonders what's in these stars, and if trolls are alone in the universe. As Raesal lives on the move nowadays, she keeps with her a deck of cards, Weavers: The Hoarding. Unfortunately the game is far too complicated to quickly teach to most trolls, so she plays standard card games with them instead. Derick knows the rules of Weavers though and has a strong tendency to beat her at her own game. Raesal is an avid reader and when she's totally alone she will rest in the darkness of her hive to read by lanternlight. Raesal is rather fond of spicy food and will occasional enter competitions to test ability to endure heat.

Quirk (how do they type?)

Ræsæl replæces æll "as" with "æs" both cæpitæl or lower cæse. In speæch this trænslætetes to using the "ey" sound for æll instænces of æ.

Roleplay Scribble (what do they RP like?)

Leitmotifs (a musical theme or two, if you wish?)

Looks (what do they look like?)

[theme 1?]

See the image on the right.

SM Notes (is there anything you want the SM to know?)

[theme 2?]

No lines. Veils: Permanent head injuries.

(bonus section, use as you wish!)

[theme 3?]

If you want to further flesh out your character or add more notes, here's some ideas for bonus sections:

Knives: Obviously the situation Inarra wounds her deeply and she is very unwilling to talk about it. She also has a degree of paranoia that leads her to question everyone, her patron included.

Spoons: Raesal has a tendency to do loud "re"s when overly stressed. It's a tic she needs to actively work to surpress.

Influences Raesal Haygue is based on a Tiefling Warlock character I have for 5e. Her name is based on Rasalhague the brightest star in Ophuicius. As such I have made a custom sign for her largely inspired by Caliborn's. Like her Homestuck counterpart, the Tiefling was constantly hiding a fundamental part of herself, namely that she IS a Tiefling. By a sheer coincidence that character is currently stuck in a time loop plot in her own campaign.

Patterns: Every time she hits the road to find another bounty it starts raining. Every time she tries to exploit this to go out in the day however, it fails.

Solutions: Raesal will talk through a problem, even if there's no one there to actually listen to her and give feedback.

(bonus section, use as you wish!)

[theme 4?]

If you want to, that is. If not, wipe the bonus sections and move onto the rest of the sheet!

(bonus section, use as you wish!)

[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	Cantrip	See character creation!
2	Holy Roller	1 Step, 2 stat points, 3 skill points
3	That's the Spirit	1 Decor, 1 Stage
4	Warlock and Peace	1 Step
5	Angel of Attack	Lvl 5 Specialization, 2 stat points, 3 skill points
6	Eldritch Vocation	1 Step
7	Cross Purpose	1 Decor
8	Bountiful Kindness	1 Step, 2 stat points, 3 skill points
9	Rise Above	1 Decor, 1 Stage
10	Mercynary	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"/>	4
Endurance	2 <input type="checkbox"/>	4
Acrobatics	<input type="checkbox"/>	4
Sleight of Hand	2 <input type="checkbox"/>	4
Stealth	2 <input checked="" type="checkbox"/>	4
Engineering	<input type="checkbox"/>	5
Investigation	2 <input type="checkbox"/>	5
Occult	5 <input checked="" type="checkbox"/>	5
Animal Handling	<input type="checkbox"/>	4
Insight	1 <input type="checkbox"/>	4
Medicine	<input type="checkbox"/>	4
Perception	2 <input type="checkbox"/>	4
Sanity	<input type="checkbox"/>	4
Survival	<input type="checkbox"/>	4
Deception	2 <input type="checkbox"/>	4
Intimidation	1 <input type="checkbox"/>	4
Performance	<input type="checkbox"/>	4
Persuasion	<input type="checkbox"/>	4
Total Skill Points	19	

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	13			14	+2
DEX	12			14	+2
INT	15	2		20	+5
WIS	14			14	+2
CHA	10			10	+0
Hit Die			d6		
Caste			Mid		

What's your race?	Teal
Has +2 to a stat of choice. Racial are either On Patrol or Midblood.	

And your racial ability?	On Patrol
You learn the following maneuvers, and can use one per round as a free action.	
<ul style="list-style-type: none"> >Hammershot: When you land a damaging attack, the target is also Dazed for 1 round. >Fieldcraft: When you make a skill check against a target's resistance, you add +3 to the check. >Fortify: Whenever you are in cover, increase any defensive bonuses from it by +2 until you move again. 	

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

Stages (you get them every second Decor)	
Expertise	Pick a skill. Any skill checks you make with this skill have +3.
Expertise	Pick a skill. Any skill checks you make with this skill have +3.
	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	d6	10
1	6 [3]	18
2	3	23
3	3	28
4	3	33
5	3	38
6	3	43
7	3	48
8	3	53
9	3	58
10	3	63
11		---
12		---
13		---
14		---
15		---
16		---
17		---
18		---
19		---
20		---

Psionics?
Psion
You have both greater and lesser slots and you have Psi Vulnerability. You fully know one psi power, you know one subpower of a second psi power, you can learn one unknown subpower per psionic power you know whenever you gain a Step, but you have -1 die size to all abilitchs and cannot learn any special abilitchs.

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

Psionic Slots		
Slots	Bonus	Total
Lesser	0	8
Greater	0	4

What colors do you want? [7]
Text

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

Initiative		Base Speed	
Bonus	+0	Bonus	+0
Total	+2	Total	30

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!

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
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.