Level: 10		Merc	nary	_
2,190 XP	Ne	ext level	<u> </u>	ХР
	-			
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	

Cha Cha Cha

+0 +0

+0

+1 +0 +0

Intimidation

Persuasion

Performance

		tactical							
			iyimpact	ful [TI]	Land	of Pape	r and Vo	tives	
		r	hymebea	at	mercy	. But He	eys belie did. Æn for thæt.	d I'm	
			_						
Ae	<u>gis</u>	HP lost		н	it Point	<u>s</u>		HD left	<u>HD</u> max
C)	0		e	53 / 63	Ł		1	10
Ter	mpoi	rary HP	1		100%			<u>Hit Di</u>	e Roll
	()						1d6	+2
			-					-	
Ŀ	esse	r slots	8				Greate	er slots	4
	<u>Spe</u>	eed	30 ft.	Passi	ve Perce	otion	Profic	iency	+4
	Initia	ative	+2		14				
_									
	<u>Ab</u>	ility Scor	_	Armor	Class	13	<u>Sta</u>	tus Debi	uffs
	Stre	ngth	8 (-1)	Armor	ciuss	+0	Rup	ture	0
C	onsti	itution	14 (2)			11	Sur	lder	0
	Dext	erity	14 (2)	Forti	tude	+0	Fa	de	0
Ir	ntelli	gence	20 (5)	Ref	lav	17	Crip	ople	0
	Wis	dom	14 (2)	Ret	lex	+0	Sett	back	0
	Char	isma	10 (0)	w		12	Max HP	Redux	0
						+0			
E	lit B	onus	+0	<u>Crit</u> R	ange	20	Defense	e Bonus	+0

Raesal Haygue Dream Moon [1]

<u>Wardrobifier</u>										
<u>Hand</u>	<u>Wardrobe</u>	<u>Hand</u>								
<u>Crucifix</u>	Police Armor	Troll Blaster								
<u>Accessory</u>	<u>Accessory</u>	<u>Accessory</u>								
Sacred Lantern										

					Sacred L	antern			
			HD						
) left	<u>max</u>						
		1	10			Cr	ucifix T	ier 0 foc	us
		Hit Di	e Roll						
ľ		1d6							
1	Greater slo	ots	4	1					
					Raesal d	oes not	fully und	lerstand	the significance
									th, but hey, she
	Proficien	icy	+4				n use it a		
						Troll Bl	aster T	ier 0 bea	amkind
	Status	Debi	uffs						
	Rupture		0						
	Sunder		0						
	Sander		Ŭ		Actand	ard iccu	a taalbla	od blact	er pistol. Set to
	Fade		0						f course it is.
	Cripple		0				Armor		
	Setback		0 0						
	Max HP Rec		0						
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_	Defense Bo	onus	+0	l					
									lternian police vaistcoat on top
					Unicers v		f it to cus		
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	Maximur	ш	Radionics	Tier	0	Stat	Int	Hit	+9 to hit
	Type		Radionics			<u>Stat</u> harges	Int 0/0	Hit Bonuse	+9 to hit
	Туре		ionic Pow	ver	0 Ammo/C		0/0	Bonuse	
					Ammo/C	harges	0/0 Descr	Bonuse: iption	<u>s to hit:</u> 0
	Туре		ionic Pow	ver	Ammo/C	harges	0/0 Descr	Bonuse: iption	s to hit: 0
	Туре		ionic Pow	ver	Ammo/C You gain a : to Discerr 100 feet	harges sixth sense and Scrut , whether	0/0 Descr attuned to inize exten it be their h	Bonuses iption biological ds to neart nealth, afflio	anatomy. Your ability by biologicals within ctions, new or old
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	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity)	Psi ility	ionic Pow	ver	Ammo/C You gain a to Discerr 100 feet injuries, e Medicine i require su biology, det This affinity Your heal Scrutinized for healing You coset this range I spend automatical	harges sixth sense a and Scrut , whether ttc. You cai for those a cch a checle ect infectic this sixth y is used a ing is more , or Discer a, you may a mend a lesses rise and train a lesser sisl y pass soi	0/0 Descr attuned to inize exten it be their h interchang billities whe to tell spee to tell spee a sense, at it is sense, at it is sense, at is sen	Bonuse: iption biological ds to nearb realth, affili geably use re necessai cific details n an area, other same turn amount hear same turn amount hear hear this all SM's discu SM's discu sM'sM's discu sM's dis	anatomy. Your ability y biologicals within toms, new or old ry, and the SM may about a creature's or some other use for scretion. tion cost is not given s you have recently as the heal. If rolling led. If healing a flat it. sixth sense, allowing ng creatures, finity came into play,
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity)	Psi ility	ionic Pow	ver	Ammo/C You gain a to Discerr 100 feel injuries, e Medicine i require su biology, det This affinity Your heal Scrutinized for healing You can spe you to se this range i spend automatical or otherwi	tharges sixth sense a and Scrut ; whether tc. You can for those a tch a check this sixth y is used a ing is more , or Discer , or Discer , or Discer , or One sense and trace as a lesser si y ly pass sor se superch	0/0 Descr attuned to inize exten it be their h interchange in interchange is sense, at it sense, at it sense, at is sense, at elsew a effective of elsew a effective of elsew a free action elsew a free action elsew a free action elsew a free action add y is sense, at it elsew a free action add y is sense, at it elsew a free action a f	Bonuse: iption biological ds to nearb- nealth, affili geably use re necessa- tiofic details n an area, o the SM's di- cific details n an area, o the SM's di- son creature: same turn amount hea nor creature: same turn smount hea nor creature: SM's discon- here this at si sense to here this at si sense to	s to hit: 0 anatomy. Your ability yy biologicals within totons, new or old your psionic skill or your psionic skill or some other use for scretion. tion cost is not given s to heal. If rolling led. If healing a flat it. sixth sense, allowing or creatures within etion, you might also
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rui (affinity)	Ps ility aling		Dmg	Ammo/C You gain a to Discerr 100 feel injuries, c Medicine i require su biology, det This affinity Your heal Scrutinized for healing You can spr you to se this range i spend automatical or otherwi	harges sixth sense and Scrut, whether itc. You can for those a this sixth y is used a ing is more, or Discer by or Discer and ta sisses and tra- for 30 min a lesser sis a desser ses and tra- for 30 min a lesser sis by pass so- se superch dinary with tion: You b	0/0 Descr a attuned to inize exten it be their h interchang- bilities when to to tell spen n vectors in a sense, at to a sense, at s a free act elsew effective of end on the s a free act vectors is a free act elsew ount, add y r slot to he no vectors a s a free act elsew ount, add y r slot to he is a free act elsew ount, add y ount, a	Bonuse: iption biological ds to nearb- realth, affli geably use re necessa- cific details n an area, o the SM's di- ion if an ac- here. no creature: same turn- amount hear- our PCM to SM's discri SM's discri SM's discri SM's discri SM's discri SM's discri SM's discri function of livi SM's discri SM's discri for the list of to not possible to the set of to not possible to t	s to hit: 0 anatomy. Your ability yy biologicals within totons, new or old your psionic skill or your psionic skill or some other use for scretion. tion cost is not given s to heael. If rolling led. If healing a flat it. sixth sense, allowing or creatures within etion, you might also living creatures, ffinity came into play, attempt something
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity)	Ps ility aling	ionic Pow	ver	Ammo/C You gain a to Discerr 100 feel injuries, c Medicine i require su biology, det This affinity Your heal Scrutinized for healing You can spr you to se this range i spend automatical or otherwi	harges sixth sense and Scrut, whether itc. You can for those a this sixth y is used a ing is more, or Discer by or Discer and ta sisses and tra- for 30 min a lesser sis a desser ses and tra- for 30 min a lesser sis by pass so- se superch dinary with tion: You b	0/0 Descr attuned to inize exten- it be their f interchang- bilities where to to tell speed s a free act: a a free act: b a free act: a a free act: a a free act: b a a free act: a a free act: b a a free act: a a free act: b a a a a free act: b a a a a a a free act: b a a a a a a a a a a a a a a	Bonuse: iption biological ds to nearb- realth, affli geably use re necessa- cific details n an area, o the SM's di- ion if an ac- here. no creature: same turn- amount hear- our PCM to SM's discri SM's discri SM's discri SM's discri SM's discri SM's discri SM's discri function of livi SM's discri SM's discri for the list of to not possible to the set of to not possible to t	s to hit: 0 anatomy. Your ability yy biologicals within totons, new or old your psionic skill or your psionic skill or some other use for scretion. tion cost is not given s to heal. If rolling led. If healing a flat it. sixth sense, allowing a creatures within etion, you might also living creatures, ffinity came into play, attempt something red in this writing.
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rui (affinity) Lay On Hanc (lesser)	Psi ility aling iles	Dice Dice	Dmg Bd3+5	Armmo/C You gain a to Discerr 100 feel injuries, e Medicine i require su biology, det This affinity Your heal Scruthized for healing You can spe you to se this range i this range i this range i this arge i this	harges sixth senses and Scrut, ic, whether tc. You can for those a this sixth y is used a ing is more this sixth y is used a ing is more y, or Discer y, or Disce	0/0 Descr attuned to inize exten inize exten interchang bilities whe to tell speed sense, at i sense, at i sense, at i sense, at i sense, at i sense, at i sense, at i to the sense to the sense sense, at i sense, at i sense, at i sense, at i to the sense to the sense sense, at i sense, at i to the sense sense, at i sense, at i	Bonuse: iption b biological ds to nearbreath, affili geably use re necessau cific details ion if an act here. our PCM to ighten this tions of livit SM's discri- her trails of here this at sis sense to ty not cove for the liste Pd3+PCM) s within 30	s to hit: 0 anatomy. Your ability yy biologicals within tions, new or old your psionic skill or your psionic skill or some other use for scretion. tion cost is not given s you have recently as the heal. If rolling led. If healing a flat it. sixth sense, allowing g creatures within etion, you might also living creatures, finity came into play, retempt something red in this writing. ed damage. [Base feet for the listed
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rui (affinity)	Psi ility aling ds ds		Dmg	Armmo/C You gain a to Discerr 100 feel injuries, e Medicine i require su biology, det This affinity Your heal Scruthized for healing You can spe you to se this range i this range i this range i this arge i this	harges sixth senses and Scrut, whether for those a characteristic this sixth y is used a ing is more or Joiscer y or Discer y or Discer or Joiscer am and the ses and tra- for 30 min a lesser sis y pass so res superch dinary with tition: You I toou also he	0/0 Descr attuned to inize exten it be their h interchann bilities whe construction a sense, at the s a free act elsew a effective of head on the resolution of the elsew a effective of head on the resolution of the to to track the local the is a free act elsew a effective of head on the resolution of the to to track the local the head on the resolution of the to to track the local the head on the resolution of the re	Bonuse: iption b biological ds to nearb- eath, affling geably use re necessa- ticfic detailsing cicfic detailsing an an area, or the SM's di- ion if an ach- here. In creature: same turn amount hea- mount hea- same turn amount hea- amount hea- amou	anatomy. Your ability yy biologicals within toins, new or old your psionic skill or your psionic skill or your solant a creature's about a creature's aretion. Unit of the solar solar the solar of the
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rui (affinity) Lay On Hanc (greater) Lay On Hanc (greater)	Psi ility aling iles ds	Dice Dice	Dmg Bd3+5	Ammo/C You gain a i to Discerr 100 feel injuries, e Medicine i require s biology, det This affinity. Your heal Scrutinized for healing You can spe you to se spend for healing You can spe you to set spend automatical or extraoro Major ac damage. Y Major actio	harges sixth senses and Scrut, whether for those a characteristic. You can for those a characteristic this sixth / is used a ling is more , or Discer , or Discer , or Joiscer , or Joiscer , or Joiscer she and tra for 30 min a lesser sisl y pass sor se superch dinary with ttion: You I cou also he [Br n: You use	0/0 Descr attuned to inize extent inize extent inize extent inite be their h interchang bilities where to tell speet to tell speet a free act effective of effective of effective of to to the ick the loca ount, add y ount, add y atto the eco velocity your affinit beal an ally damage: 2 beal an ally all yourseff, see damagent output of the eco velocity output of to beal and output of the lasses output of the eco velocity output of the lasses output of the lasses o	Bonuse: iption biological ds to nearb- ealth, affling geably use re necessar to the SM's di ion if an act here. on creature: same turn some turn tons of livit, on creature: same turn some turn tons of livit, SM's discr here. tons of livit, SM's discr her trails of tons of livit, SM's discr her trails of tons of livit, SM's discr her trails of tons of livit, solve to the tons of tons of livit, solve to tons of livit, solve to tons of livit, solve to tons of livit, solve to tons of livit, solv	anatomy. Your ability y biologicals within totons, new or old your psionic skill or your psionic skill or your psionic skill or scretion. tion cost is not given sy ou have recently as the heal. If rolling ided. If healing a flat of the server within etton, you might also it, sixth sense, allowing ng creatures within etton, you might also this sense, allowing ng creatures within etton, you might also the sense allowing in the sense allowing ng creatures within etton, you might also the sense allowing a the heal. If rolling a flat the sense allowing a creatures within etton, you might also the sense allowing red in this writing. et damage. [Base feet for the listed f the listed damage. M]
	Type Name Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rui (affinity) Lay On Hanc (lesser) Lay On Hanc	Ps ility aling ales ds ds	Dice Dice	Dmg Bd3+5	Ammo/C You gain a i to Discerr 100 feel injuries, e Medicine i require s biology, det This affinity. Your heal Scrutinized for healing You can spe you to se spend for healing You can spe you to set spend automatical or extraoro Major ac damage. Y Major actio	harges sixth senses and Scrut, whether for those a characteristic. You can for those a characteristic this sixth / is used a ling is more , or Discer , or Discer , or Joiscer , or Joiscer , or Joiscer she and tra for 30 min a lesser sisl y pass sor se superch dinary with ttion: You I cou also he [Br n: You use	0/0 Descr attuned to inize extent inize extent inize extent inite be their h interchang bilities where to tell speet to tell speet a free act effective of effective of effective of to to the ick the loca ount, add y ount, add y atto the eco velocity your affinit beal an ally damage: 2 beal an ally all yourseff, see damagent output of the eco velocity output of to beal and output of the lasses output of the eco velocity output of the lasses output of the lasses o	Bonuse: iption biological ds to nearb- ealth, affling geably use re necessar to the SM's di ion if an act here. on creature: same turn some turn tons of livit, on creature: same turn some turn tons of livit, SM's discr here. tons of livit, SM's discr her trails of tons of livit, SM's discr her trails of tons of livit, SM's discr her trails of tons of livit, solve to the tons of tons of livit, solve to tons of livit, solve to tons of livit, solve to tons of livit, solve to tons of livit, solv	anatomy. Your ability y biologicals within totons, new or old your psionic skill or your psionic skill or your psionic skill or scretion. tion cost is not given sy ou have recently as the heal. If rolling ided. If healing a flat of the server within etton, you might also it, sixth sense, allowing ng creatures within etton, you might also this sense, allowing ng creatures within etton, you might also the sense allowing in the sense allowing ng creatures within etton, you might also the sense allowing a the heal. If rolling a flat the sense allowing a creatures within etton, you might also the sense allowing red in this writing. et damage. [Base feet for the listed f the listed damage. M]
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rud (affinity) Lay On Hanc (Jersetr) Lay On Hanc	Ps ility aling ales ds ds	Dice Dice	Dmg Bd3+5	Ammo/C You gain a i to Discerr 100 feel injuries, e Medicine i require s biology, det This affinity. Your heal Scrutinized for healing You can spe you to se spend for healing You can spe you to set spend automatical or extraoro Major ac damage. Y Major actio	harges sixth senses and Scrut, whether for those a characteristic. You can for those a characteristic this sixth / is used a ling is more , or Discer , or Discer , or Joiscer , or Joiscer , or Joiscer she and tra for 30 min a lesser sisl y pass sor se superch dinary with ttion: You I cou also he [Br n: You use	0/0 Descr attuned to inize extent inize extent inize extent inite be their h interchang bilities where to tell speet to tell speet a free act effective of effective of effective of to to the ick the loca ount, add y ount, add y atto the eco velocity your affinit beal an ally damage: 2 beal an ally all yourseff, see damagent output of the eco velocity output of to beal and output of the lasses output of the eco velocity output of the lasses output of the lasses o	Bonuse: iption biological ds to nearb- ealth, affling geably use re necessar to the SM's di ion if an act here. on creature: same turn some turn tons of livit, on creature: same turn some turn tons of livit, SM's discr here. tons of livit, SM's discr her trails of tons of livit, SM's discr her trails of tons of livit, SM's discr her trails of tons of livit, solve to the tons of tons of livit, solve to tons of livit, solve to tons of livit, solve to tons of livit, solve to tons of livit, solv	s to hit: 0 anatomy. Your ability yy biologicals within totons, new or old your psionic skill or your psionic skill or some other use for scretion. tion cost is not given s you have recently as the heal. If rolling aled. If healing a flat it. sixth sense, allowing or creatures, within etion, you might also living creatures, within red in this writing. ed damage. [Base feet for the listed f the listed damage. M]
	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rud (affinity) Lay On Hanc (Jersetr) Lay On Hanc	Ps ility aling ales ds ds	Dice Dice	Dmg Bd3+5	Armmo/C You gain a to Discerr 100 feel injuries, e Medicine is require su biology, det This affinity Your heal Scrutinized for healing You to an spr you to as spend automatical or otherwi extraoro Major acto For each u Reaction: O	harges sixth senst and Scruit, whether for those a whether for those a whole the this sixth this si	0/0 Descr attuned to inize exten it be their h interchang bilities when is sense, at it s a free act elsew effective on effective o	Bonuse: iption biological ds to nearb- ealth, affli geably use re necessai ion if an act here. on creatures some turn mount hearon ion if an act here. on creatures some turn mount hearon ion if an act here. on creatures some turn mount hearon ion if an act here. ion if an act here. ion creatures some turn tons of livy is discr he trails of here this al sis sense to ty not cove for the lists Pd3+PCM] s within 30 but for hale: verseli niste amage inst choose one	anatomy. Your ability y biologicals within torons, new or old your ability your ability your ability you have red stout a creature's or some other use for scretion. tion cost is not given s you have recently as the heal. If rolling led. If healing a flat it. sixth sense, allowing ng creatures, finity came into play, a ttempt something red in this writing. ed damage. [Base feet for the listed f the listed damage. M] Lay on Hands thrice, ad of an ally, but for ead.
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	Type Name Diagnosis, abi (affinity) Diagnosis, hea (affinity) Diagnosis, rud (affinity) Diagnosis, rud (affinity) Lay On Hanc (greater) Lay On Hanc (greater)	Psi ility aling ds ds ds t-will)	Dice Dice	Dmg Bd3+5	You gain a: to Discerr 100 feel injuries, e Medicine i require s: biology, det This affinith Your heal Scrutinized for healing You can spe you to se this range t spend automatical or otherwi extraorr Major ac damage. Y Major actio For each u Reaction: O a duration rounds. If t	harges sixth senses and Scrut, whether fcr. You can whether this south of the sense ing is more or any sense and tr or 30 min ing or Discer or 30 min lasses and tr or 30 min	0/0 Descr attuned to inize exten it be their h interchang bilities when it sense, at it sense, at it sens	Bonuse: iption biological ds to nearb- ealth, affling eably userene renecessal in a neare, of the SM's di ion if an an che- here. In creature: same turm amount hearony our PCM to ions of livus SM's discri- her trails of here this al sis sense to ty not cove for the liste Pd3+PCMI s within 30 but for hal : 27d6+PC version of livus invester inster amage inst 	a to hit: 0 anatomy. Your ability yy biologicals within toins, new or old your psionic skill or rosme other use for scretion. s you have recently as the heal. If rolling led. If healing a flat it. sixth sense, allowing ar ceatures within etion, you might also living creatures, finity came into play, attempt something read in this writing. ed damage. [Base feet for the listed f the listed damage. M] Living or attick damage. M] Status condition with ce its duration by 3

	Resources											
Name	Name Name Name Name											
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Current Current		<u>Current</u>		Current		Current						
Maximum Maximum				<u>Maximum</u>		<u>Maximum</u>		<u>Maximum</u>				

	Eyebeam	Tier	0	Stat	Int	Hit	+91	o hit	
Type Ps	ionic Pow	/er	Ammo/C	Charges	0/0	Bonuse	s to hit:	0	
Name	<u>Dice</u> [2]	<u>Dmg</u>			Descr	iption			
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	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 actio	on: Make a	ranged atta damage: F	ack against Pd8+PCM]	a target's	AC. [Base	
Eyebeam (lesser, line)	Pd4+INT	4d4+5		n ends with	in range an	ack against d hitting ev e: Pd4+PCN	eryone in t		
Convergence Beam (at-will)	2P	2Р	attack h Free action minor con	nas the Cor on: Once p nbo attacks	nbo propert er turn, aft with the C	tack agains ty. [Base da er hitting w convergence l attack aga nage: 2P]	image: Pd3 ith both m Beam sub	+PCM] ajor and power in	
Ocular Charge (at- will)			Major ac			l subpower rn is Empo		vebeam	
Ocular Charge (lesser)				action: Wh	en making a	an attack w beam to ig	ith an Eyet		
Ocular Charge (lesser)			Minor actic	on: After la	nding an at	tack, you S	under (3) 1	he target.	
Lock On (at-will)			Minor action bonus and	on: When t crit penalt	argeting ar y of that ar	iatomy, you iatomy by 2	reduce the	e defense mum of 0.	

Type Ps	ionic Pow	ver	Ammo/Charges	0/0	Bonuses to hit:	0						
Name	<u>Dice</u>	Dmg	Description									
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 spoind 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 SMYs discretion. This affinity is used as a free action if an action cost is not given elsewhere. Your healing is more effective on creatures you have recently									
Diagnosis, healing (affinity)			Scrutinized, or Discent for healing, you may	ned on the reroll the a		I. If rolling						
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 SN's discretion, you might also spend a lesser slot to track the trails of living creatures, automatically pass some check where this affinity care into play or otherwise supercharge your psi sense to attempt something extraordianary with your affinity not covered in this writing.									
Lay On Hands (lesser)	2Pd3+INT	8d3+5	Major action: You h	neal an ally damage: 2	for the listed damage Pd3+PCM]	. [Base						
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 For each usage, you o half	can heal yo	version of Lay On Har urself instead of an al amage instead.	nds thrice. ly, but for						
Acupressure (at-will)			Reaction: On yourself a duration of two mir rounds. If this elimina	nutes or les	s. You reduce its dura dition, they are then	ation by 3						
Acupressure (lesser)					conditions from a tar itus conditions for 1 n							
Acupressure (greater)			Major action: Poke minute, they have Ae immune to them, and	gis (P), lose	hit points at the start	ns and are						
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)			Sympathetic Bondmat	e to heal fo	ng being distributed, or an additional P hit p not be distributed.							

Lock On (lesser)			Major action: You Aim, but the Aim die has +1 die size, grants a second die of the same size, lasts for 1 minute, and can only be used on Eyebeams subpowers.
Counter Eyebeam (at-will)			Reaction: You impose a d3 Block die against an incoming psionic attack roll against yourself.
Counter Eyebeam (lesser)			Reaction: You impose a d6 Block die against an incoming psionic attack roll against yourself. You then grant yourself a d4 Aim die on your next eyebeams attack roll against them.
			Free action: After landing an eyebeams attack, you also Rupture (P, 2 rounds) the target.
Chromatic Aberration (lesser)			Minor action: After landing an eyebeams attack, you Daze the target for 2 rounds.
			Minor action: After landing an attack, you inflict Setback (3) on the target.
Q-Switch (greater)			Major action: You supercharge your eyes; for the next 1 minute, once per turn, you can use a non-damaging major action Eyebeams subpower as a minor action and use a non-damaging minor action Eyebeams subpower as a free action.
Q-Switch (greater)	2Pd8+INT	8d8+5	Major action: Make a ranged attack against AC, hitting all targets within a 20 ft. radius centered somewhere within range. For each target, on a miss, it deals half damage but no additional effects. [Base damage: 2Pd8+PCM]
		"7	act my over en veul
		1	got my eyes on you!"

Hands: None, Range: 90 feet.

	If there's any other notes about this specibus or power, put it here!											
		Beamking	Tier	0	Stat	DEX	Hit	+6 t	o hit			
Туре		d Two-Ha oad Weap		Ammo/0	Charges	0/0	<u>Bonuse</u>	<u>s to hit:</u>	0			
Na	<u>me</u>	Dice	Dmg			Descr	iption					
Be	am		Major action: Make a ranged attack against a single target within range. Decrease rounds by 1. [Base damage: Qd8+DEX, basic] Major action: Make a ranged attack against up to the first five									
Cutting	- Beam			Major action: Make a ranged attack against up to the first five targets in a 100 ft. line. Decrease rounds by 3. [Base damage: Q44-DEX] 2nd) Make a ranged attack against up to the first five targets in a 100 ft. line. For each target, if you hit, they are knocked Prone. Decrease rounds by 1. This abilitech has the Encore property.								
Scorchir	ng Beam			range. If De 2nd) Make	you hit, yo crease rour a ranged a you inflict [u inflict Do nds by 3. [E attack again DoT (3Q, 5 rounds	T (Q, 5 rou Base damag nst a single rounds) on 5 by 1.	a single targ nds) on the ge: Qd4+DE target with the target.	target. X] in range.			
High	Beam			This abilitech has the Encore property. Major action: Do one of two things: 1st) Charge your beam up. 2nd) Unleash the charge and make a ranged attack against a single target within range. Decrease rounds by 1. [Base damage: 3Qd4+DEX] This abilitech has the Encore property.								
Reserv	e Laser			Major actio		ranged atta . [Base dan		a single targ +DEX]	get within			

			Free action: Flood the circle with calcium. For 1 round, all Sympathetic Bondmates have Aegis (P). This effect does not stack.
Vitalistic Circle (lesser)	Pd3+INT	4d3+5	Major action: Flood the circle with selenium. Roll the listed damage; for the next 1 minute, whenever a Sympathetic Bondmate takes damage, you can redirect some or all of the damage to this amount. If there is any left at the end of the minute, it becomes healing to be divided among bondmates. [Base damage: Pd3+PCM]
Megavitamins (at- will)			Major action: You expand your affinity into the field of edibles. For the next hour, your ability to Discern and Scrutinize extends to edible objects; you might tell the nutritional content, artificial ingredients, and any poisons in a meal.
Megavitamins (at- will)			Major action: Embed a single-use vitamin injection into a willing creature, choosing a resistance of choice. Whenever the creature is hit by an attack that targets that resistance, the injection reflexively relaxes to grant them 44 to that resistance for that attack. The injection only lasts 1 hour, and only one can exist at a time.
			Major action: You administer a chemical cocktail to an ally. For the next 1 minute, whenever the ally Assails or is Assailed for, increase its magnitude by P.
Megavitamins (lesser)	Pd4+INT	4d4+5	Major action: You administer a questionable cocktail to yourself or an ally. For the next 1 minute, you can activate the cocktail as a reaction to the recipient landing a damaging attack. The damage is increased by the listed damage, and the attacker heals for half the listed damage. [Base damage: Pd4+PCM]
Detoxify (at-will)			Major action: Firm up the target's resolve. The next time the creature is hit by an attack that targets AC, they gain +4 to AC for that attack. The resolve only lasts 1 hour, and only one can exist at a time.
Detoxify (lesser)			Major action: You create a shield for 1 minute, a 30 ft. radius sphere, centered on yourself. All creatures of your choice gain +4 to AC while within this sphere.
			You must expend a minor action in subsequent rounds to maintain this effect, or it ends.
			Major and minor action: You focus your mind for 1 minute, creating a 30 fr. radius sphere as a shield, centered on yourself. All creatures of your choice gain 44 to AC and Regen (P) while within this sphere. And all creatures of your choice are Impaired and in difficult terrain while within this sphere.
Detoxify (greater)			You must expend a minor action in subsequent rounds to maintain this shield, or the shield dissipates. Your focus does not, however.
			Major action: Reestablish the shield for the remaining duration of your focus; this does not cost a slot.
Bloodletting (at-will)	Pd2	4d2	Major action: Make a melee attack against a target's Fortitude resistance. If you break resistance, the target is Ruptured (P, 2 rounds) and Setback (1). Rupture and Setback from Bloodeltting stacks twice. [Base damage: Pd2]
			Minor action: After landing an attack, you also inflict DoT (P, 5 rounds) on the target.
Bloodletting (lesser)			Minor action: No leeches were harmed in the doing of this. You remove all conditions with durations of 2 minutes or less; you must do this after landing an attack if done against an enemy.
			As a free action (without spending a slot) after landing an attack, you can reapply them with their durations reset. You can do this automatically to a willing target, if your allies are masochists. The conditions are lost if kept unused beyond their original durations.
		"I've got	the cure for all that ails ya."

Hands: Versatile, Range: Melee.

Notes: If a target is unwilling to receive healing from any Radionics subpower, you must make an attack roll against their Fortitude resistance. Any healing received from Radionics cannot critically hit, damage from Radionics can. If you break resistance, the subpower works as described. Additionally, the healing done by Radionics subpower counts as an landing an attack (but cannot benefit from anything that specifies an attack roll, and the healing done courts as damage, for the purposes of interaction with Pillars and Paths, etc. For example, damage dice size increases and Assail would both increase the healing done.

		Enchant	Tier	0	Stat	INT	Hit		o hit		
-	_										
Туре	Ps	ionic Pow	/er	Ammo/0	Charges	0/0	Bonuse	<u>es to hit:</u>	0		
Na	<u>me</u>	<u>Dice</u>	Dmg			Descr					
Temper	(affinity)			You gain a psionic ability to channel psionic energy into your weapons or tools; you decide the physical signs of this ability i any exist. When making skill checks with such a thing, you gain Stakes die. You can spend a lesser slot to push this ability, additionally taking advantage on the check. At the SM's discretion, you might also spend a lesser slot to automatically pass some check where this affinity could come into play, or otherwise supercharge your affinity to attempt something extraordinary not covered in this writing.							
Quicksilve	er (at-will)			Minor action: When making a weapon attack, you also ignore a hit maluses against the attack.							
Quicksilve	er (lesser)			Free action: Your weapon attacks deal true damage, ignores maluses, and you can teleport in place of moving normally. Th lasts for 1 minute.							
Quicksilve	er (lesser)			Minor action: Fluid as Mercury's wings. After making an abilitec you Avert for yourself, but with the bonus die raised one step, and it lasts for 1 minute.							
Preparatio	on (at-will)			duration 2	minutes or	less) you ii	nflict throu If it inflicts	ne next conc gh an abilite multiple co	ech has its		

						Preparation (lesser)	Pd6+INT	4d6+5	(Lvl) against the next is still active when	sing an Enchant subpower, you gain Aegis instance of damage you take. If this effect you next make a weapon damage roll, you
			_			Preparation (lesser)			Minor action: Now d	add Lvl to your next weapon damage roll. o it again. After landing an attack roll, your deals additional damage equal to the listed
						Airtime (at will)			Minor action: After la	does not stack. [Base damage: Pd6+PCM] nding an abilitech, you may either push the move 10 feet that ignores difficult terrain.
						Airtime (lesser)			Free action: After lan	ding an abilitech, you also knock the target ey cannot use reactions for 1 round.
						Airtime (lesser)	Pd4+INT	4d4+5	Minor action After landing a dama feet towards the targ	: Coming down the mountainside! ging attack, check if you moved at least 20 et on this turn prior to attacking. If you did, damage equal to the listed damage. [Base damage: Pd4+PCM]
			_			Unravel (at-will)			Minor action: When r but with	naking an abilitech, you Aim for the attack, the bonus die raised one step.
						Unravel (lesser)			Free action: After la	anding an attack, you also inflict DoT (P, 5 rounds) on the target.
						Unravel (lesser)			inflict Rupture (P, 2 r this landed attack b	 seams. After landing an attack, you also ounds) and may have the damage roll from enefit from it. Rupture from Unravel stacks with other Ruptures.
						Heartseeker (at-will)				landing an abilitech, you also gain +2 crit ange on the attack roll. ding an abilitech, inflict Lethal (damage roll,
						Heartseeker (lesser)	Pd2+INT	4d2+5	1 minute). Lethal from	n Heartseeker stacks twice. [Base damage: Pd2+PCM]
						Heartseeker (lesser)			1	landing an abilitech, you also gain +4 crit range on the attack roll.
						Scramble (at will)			disadvan	landing an attack, you also give the target tage to skill checks for 1 round. nding an attack, the target suffers Setback
						Scramble (lesser)			Minor action: Creat	(2). e an opening. After landing an attack, the
						Scramble (lesser)			end of your next tur	mpaired, or Stuck, of your choice, until the n. Alternately, you may extend the existing ich conditions on the target by 1 round.
	Rano	ge: 100 feet, Rounds	: 10				"Magic		e no basis for a forn	-
Notes:	Your rounds recharg			nute (10 rounds).		Notes: A given Enc	hant subpo		ls: None, Range: Sp only be cast once pe	ecial. er turn, and have the same target(s) as
						-			ne attack they modif	
<u>Pillar</u> ,	Racial, and Miles Racial On Patrol	tones			Pillar and Steps				De	cors and Demeanor
r >Hammershot: V targe >Fieldcraft: When s resista	wing maneuvers, and round as a free action When you land a dam, t is also Dazed for 1 r you make a skill cher nce, you add +3 to th rever you are in cove	n. aging attack, the round. ck against a target' ne check.		Strategist	preparation and trid	st! Your bread and b kery, because you a of a fair fight.			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.
Rapidity, IvI 1, Strategist	es from it by +2 until Once per round, wh Assail, or make a sk as part of an acti have +1d3 to you round. Additionally you can Discern a you already know a feature about your advantage or	en you Aim, Avert, kill check in a strife on or ability, you ir crit range for 1 , once per round, s a free action. If it least one hidden ' target, you have		Fire, Walk With Me, Starhunter, Slayer/Strategist	When you land a da least +50% bonus yoursell	amaging critical hit c : damage in some w : for 2P hit points.			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.
Countermeasur e, 2 Steps, Strategist	Once per strife, as attack made from o within 30 feet of check, of your choic beats the attack, th damage and dea effects, as long as y the skill you rolled wa	or against a target you, make a skill e. If the skill check he attack does half als no additional you can justify why might work in this		Anatomical Accuracy, Mastermind, Strategist	roll for damage wit	a target's anatomy, it or the crit penalty hout targeting anato +P to the roll.	/. If you		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.
Favored Tactic, 4 Steps, Strategist	Pick an ability from I racial features tha per strife or short raised t	t is limited in use rest. This limit is		Unfettered Channeling, Adherent, Slayer	may give it +1 die s the d20 causes Pd4+PCM damage t	you to explode, dea	n less on aling n 10 feet		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.
	Pick this when you your j			Triage Protocols, Vanguard, Strategist	the healing done by range on yourself o rest, this healing is	r the target. Twice p	y +2 crit per short		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.
				Sixth Heavenly Current, Aspirant, Strategist/Sentinel	Once per round p heal yourself or an to a target of choice	er healed target, wh ally, you may deal P within 50 feet of th	damage			Pick this at level 13!
	Specializations					is an at-will subpow				Pick this at level 15!
Path to Power	Pick a psionic powe learn one subpowe then learn subpowe though you v Pick this a Pick this a Pick this a	in this power. You ers in this power as vere a psion. t level 11! t level 17!								
This is the blac	kboard, use it to v notes you have!	write down any							This is the black	kboard, use it to write down any notes you have!

	<u>dollars</u>	Grist and Boon	
What kind captchalogu	20	Build Grist	Т0
do you ha	0		T1
You can captch	0		T2
than you or sm deal 1d6 dama	0		Т3
is reduced to 1	0		T4
What's your f	0		T5
it take to use	0	oondollars	B
Cross	0	ktra space)	(e:
Great! You us	(tra space) 0		(e:
attacks with y	0	ktra space)	(e:

Syliadex (Cross Modus)					
What kind of		Telescope			
captchalogue deck do you have?	Heavy	Mysterious Icon			
You can captchalogue items of one size bigger		Batcage			
than you or smaller (def deal 1d6 damage when	ault is Large), and they ejected, but their range				
is reduced to 15 feet.					
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 sylla	adex.				
El como conte					

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 Waynne 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, Innara decided to take her in.

Since that day, Raesal livied 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 existance. 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 invairably 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 subsquently 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?)

Descel is always an odde and is generally a private nerven, feeling it's heat	
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 Waynne was a tough, no nonsense troll who believed that every troll	
should contribute to Alternian society, no matter how said society with 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?)	
Quirk (how do they type?) Ræsæl replæces æll "as" with "æs" both cæpitæl or lower cæse. In speæch this trænslætes to using the "ey" sound for æll instænces of æ.	
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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	<u>Benefits</u>
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			4
Endurance	2		4
Acrobatics			4
Sleight of Hand	2		4
Stealth	2		4
Engineering			5
Investigation	2		5
Occult	5		5
Animal Handling			4
Insight	1		4
Medicine			4
Perception	2		4
Sanity			4
Survival			4
Deception	2		4
Intimidation	1		4
Performance			4
Persuasion			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	d	6	
	Ca	ste	М	id	

	<u></u>			
What's your race?	Teal			
Has +2 to a stat of choice. Racials are either On Patrol or Midblood.				
And your racial ability?	On Patrol			
You learn the following ma per round as >Hammershot: When you the target is also f >Fieldcraft: When you ma target's resistance, you >Fortify: Whenever you a defensive bonuses from aga	a free action. land a damaging attack, Dazed for 1 round. ike a skill check against a u add +3 to the check. ire in cover, increase any it by +2 until you move			
Stat Increases	What resistance are you			
Level Stat 1 Stat 2	proficient in? At character			

		proficient in? At charact		
Level	Stat 1	Stat 2	creation, pick one. [6]	
2	Int	Int	Fortitude	
5	Int	Dex	Reflex	
8	Dex	Con	Will	
11			What stats does your	
14			wardrobe use?	
17			Stat One In	
20			Stat Two Wis	

Stages (you get them every second Decor)				
Expertise Pick a skill. Any skill checks y 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!				

	your HD's average and add it under the roll column.				
<u>HP</u>	<u>Roll</u>	<u>Total</u>			
<u>Level</u>	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					

Every time you level up, take

Psionics?
Psion
You have both greater and lesser slots and you have Psi Julnerability. 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 now whenever you gain a Step, but you have -1 die size to all abilitechs and cannot learn any special abilitechs.
How psionically sensitive are you?
Will resistance has a -4 malus.

Psionic Slots				
Slots Bonus Total				
Lesser	Lesser 0 8			
Greater	0	4		

What colors d want? [7	
Text	

What is the so psion		Intelligence	Initiati	Initiative Base Speed			Titles	#1
			Bonus	+0	Bonus	+0	Editable	
Potent minds mak	e potent psions;	your psionic skill is Occult.	Total	+2	Total	30	Body 1	#5
							Body 2	#2
			Anything about y		All-Round	ler	Background	#4
	Blackboar	<u>-d</u>					Graph Background	#3
							Graph Bar	3cb852 [8]
addition to the	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!				er as normal as one begin play with ei a second strife spec oice.	ther 4	Bar Remaining Blackboa This is th blackboard, us write down any you have	rd re se it to y notes

Name	Tier	Specibus	Effect	Flavor Text
Example weapon	0	examplekind	[this is a description]	[no flavor at all. so basically lacroix]
Other example	0	glubglubkind	[yet another description]	This is a flavor text.
Troll Blaster		beamkind		A standard issue tealblood blaster pistol. Set to kill and only to kill, because of course it is.
Crucifix	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.

Example armor 0 "What the deuces are you wearing?" "How does that work?" Example accessory 0 This is a placeholder text. "But no one asks how am I." Police Armor 0 Is is a placeholder text. A set of chitinleather clothes Alternian police officers wear. She added a little waistcoat on top of it to customize it. A lantern representing the pact A lantern representing the pact	Name	Tier	Effect	Flavor Text
Example accessory 0 This is a placeholder text. "But no one asks how am I." Police Armor 0 A set of chitinleather clothes Alternian police officers wear. She added a little waistcoat on top of it to customize it. Sacred Lantern 0 A lantern representing the pact between JC and Rasal. She uses it to intimidate trolls with the light for				
Police Armor 0 A set of chitinleather clothes Alternian police officers wear. She added a little waistcoat on top of it to customize it. Sacred Lantern 0 A lantern representing the pact between JC and Rasal. She uses it to intimidate trolls with the light for				
Sacred Lantern0A lantern representing the pact between JC and Rasal. She uses it to intimidate trolls with the light for				A set of chitinleather clothes Alternian police officers wear. She added a little waistcoat on top of it
No. </td <td>Sacred Lantern</td> <td>0</td> <td></td> <td>A lantern representing the pact between JC and Rasal. She uses it to intimidate trolls with the light for</td>	Sacred Lantern	0		A lantern representing the pact between JC and Rasal. She uses it to intimidate trolls with the light for
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Item	Components	Cost	Tier	Description
Example Item	Item A && Item B	[example cost]	Х	this is a placeholder text.

Grist Spent	0			Tower		Household Blackboard
			1			
	te Reached	0				
	oints (RP)	0 25				
BG to N	lext Tier	25	l			Raesal's hive was inherited from Inarra. It is a
Gate	Grist					large edifice over a cave, the natural habitat o Batholomew. There is nice furniture inside the
1	25					cave, with self drying furniture to account for th
2	50					inherent dampness. Deeper in the cave is a sma
3	75					cordoned off segment which is used by Raesal f making and storing her glass projects. There is
4	100					switch that can greatly lighten up the cave, but
5	125					is seldom used because it bothers Battholomew
6	175					Raesal's recuperacoon is up against the cave wa
7	225					
	Length?					
Leng	gth 1					
				You	r house	
Boondol	lars [10]				Search Fur	
Level	BD Gained		What Is This?	This is the sea	rch function. As c	of 06/26/2020, this is incomplete, but it serves as a ilding and an errata for small clarifications!
2	800			gius		
3	1200				Followe	ers
4	1600		Name	Role		Description
5	2400					
6	3000					
7	3600					
8	4200					
9	4800					
10	13050					
11						
12						
13						
14						
15						
16						
17 18						
18						
20						
			Ledger (Use	e this to keep tracl	of your purchas	es)

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!

	Customiz		0	<u>Stat</u>	STR	<u>Hit</u>	+3 t	
Туре	Exampleki	nd	Ammo/Charges 0/0 Bonuses to hit: 0					0
Name	Dice	Dmg			Descr	<u>iption</u>		
Test 1					Description	ns go here.		
Test 2					And he	ere too.		
Test 3				/	And so on a	nd so forth.		
			Exampl	le Notes				

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

[1] Dream Moon, Classpect, and Land sections should remain empty for the time being. You'll learn these as the session unfolds!

[2] This column doesn't change with the type of specibus or power, you'll have to change this on your own. The base damage dice of an abilitech or subpower will be listed in the Description column at the bottom, much like you can see with Swordkind here.

[3] For your first level, you take the maximum than the average!

[4] If you pick Expertise as a Stage (gained at levels 3, 9, and 15), you can check off one skill and gain a bonus to it!

[5] The number of skill points you can have in a skill is capped by the higher of either your Proficiency or your stat.

[6] Being proficient in a resistance lets you add your Proficiency bonus to it.

[7] Go to Format at the top of the menu, then click Theme. This will bring up the Themes menu, where you can customize the colors and font of your character sheet.

You may need to refresh the sheet for any changes to the text color to work.

[8] There's one bar color not affected by this, and this is the temporary HP color for your HP bar in the Character tab. This one is blue.

If you want to change this, you should go to the K10 cell in your Character tab. Somewhere in that cell you'll see 3944BC in there. That's the hex code for blue. Replace that code with the hex code of your choosing.

Make sure to leave the quotation marks around the hex code intact! Replace only those six letters/numbers.

[9] If you've read this far, you probably want to go all in on the color customization. The color for your percent HP and skill totals on your Character tab can't be changed through these colors either.

If you want to change those, select the cell in question, then go to Format at the top of the menu, then Conditional Formatting near the bottom of the list.

Click on the color scaling, and you'll be able to change the three colors that make up the gradient to whatever colors you want.

[10] Every time you level up, you gain boondollars to spend on a variety of things in the Medium. Feel free to spend it, you can always get more.

The numbers are NOT cumulative; what you see per level is what you get.

[11] Well, what's its name?

[12] If it has a range, or ammo, or some special notes about it, put that here.

[13] Is it a psionic power, or some strife specibus?

[14] Each 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.