Level:	10	Disgruntled Accountant
3,000 XP		Next level at 3640 XP

Samantha Kissinger	Dream Moon [1]
Female Human	Knight of Doom
apexAccountant [AA]	Land of Desolation and Shadows
Face#6680	"Greetings. My name is Samantha, and in this essay I will show you how to evade taxes."

Wardrobifier

Hand	Wardrobe	Hand
Laptop	Business Suit	Nails
Accessory	Accessory	Accessory

Skill	Stat	Bonus	Total
Athletics	Str	+0	+6
Endurance	Con	+0	+4
Acrobatics	Dex	+0	+0
Sleight of Hand	Dex	+0	+0
Stealth	Dex	+0	+0
Engineering	Int	+0	+8
Investigation	Int	+0	+8
Occult	Int	+0	+4
Animal Handling	Wis	+0	+1
Insight	Wis	+0	+4
Medicine	Wis	+0	+5
Perception	Wis	+0	+3
Sanity	Wis	+0	+5
Survival	Wis	+0	+4
Deception	Cha	+0	-1
Intimidation	Cha	+0	-1
Performance	Cha	+0	-1
Persuasion	Cha	+0	+2

Aegis	HP lost
0	0
Temporary HP	
0	

Hit Points

56 / 56

100%

HD left	HD max
10	10
Hit Die Roll	
1d8+4	

Lesser slots	8		Greater slots 0
Speed	30 ft.	Passive Perception	Proficiency +4
Initiative	+0	13	

Ability Scores	
Strength	14 (2)
Constitution	18 (4)
Dexterity	10 (0)
Intelligence	18 (4)
Wisdom	12 (1)
Charisma	8 (-1)

Armor Class	15
	+0
Fortitude	20
	+0
Reflex	14
	+0
Will	6
	+0

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

Hit Bonus	+0	Crit Range	20	Defense Bonus	+0

Laptop | Tier 2 TomeKind

This bad boy got you through undergrad in two whole years. You're just the best at what you do, and what you do is crunch those goddamn numbers. And also send an occasional cat gif to the slack chat.

Nails | Tier 0 Psionic Focus

Some nails you keep around, in case you gotta fight dirty.

Business Suit | Tier 2 Apparel

Resources

Master of Tactics		Feedback		Erudition		Lesser Slots		Name
2 | 2		0 | 3		4 | 4		8 | 8		|
Current	2	Current	0	Current	4	Current	8	Current
Maximum	2	Maximum	3	Maximum	4	Maximum	8	Maximum

Adrenaline Rush	Electrokin	Tier	2	Stat	INT	Hit	+8 to hit
Type	Psionic Power	Ammo/Charges	0/0	Bonuses to hit:	0		

Name	Dice [2]	Dmg	Description
Battery, ability (affinity)			You gain a psionic ability to channel electrical power. As a baseline, you are able to power any common household item to operate for P hours. This typically takes a major action and does not need a check, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion. As a rule of thumb, powering up minor industrial tools and other high-expenditure devices might need a lesser slot or 15 minutes' worth of channeling, while powering something delicate or damaged that requires finesse might require a check with consequences like blowout on failure.
Battery, slot usage (affinity)			Additionally at the SM's discretion, you can spend a lesser slot to supercharge your affinity to attempt something unconventional with it you normally would not be able to do. You can also spend a greater slot to supply an incredible amount of power with no upper limit except the SM's discretion, though such extraordinary expenditures, such as powering up an abandoned laboratory complex, probably has side effects like unconsciousness, bodily harm, exhaustion, and temporarily burning out the psion's electrokinesis.
Lightning Bolt (at-will, ranged)	Pd4+PCM	4d4+2	Major action: Make a ranged attack against a target's Reflex resistance. [Base damage: Pd4+PCM]
Lightning Bolt (at-will, combo)	Pd4+PCM	4d4+2	Major action: Make a melee attack (range: 5 feet) against a target's Reflex resistance. This attack has the Combo property. [Base damage: Pd4+PCM]
Lightning Bolt (at-will, melee)	Pd8+PCM	4d8+2	Major action: Make a melee attack (range: 5 feet) against a target's Reflex resistance. [Base damage: Pd8+PCM]
Lightning Bolt (at-will, dazing)	Pd2+PCM	4d2+2	Major action: Make a ranged attack against a target's Reflex resistance. If you break resistance, you Daze the target for 1 round. [Base damage: Pd2+PCM]
Lightning Bolt (lesser)	Pd6+PCM	4d6+2	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 60 ft. cone. [Base damage: Pd6+PCM]
Lightning Bolt (lesser)			Minor action: After landing a Lightning Bolt attack, you automatically hit your target(s) again for half damage.
Lightning Rod (at-will)			Free action: After landing an attack that benefited from Aim or Assail, you gain one feedback charge. You can only gain one charge per attack made, and only in a strife. You can hold up to three; these charges expire in 1 minute if not used. Minor action: After landing a damaging Electrokinesis attack, expend up to three feedback charges, gaining +1 die size to damage per charge expended. Major action: Your next ranged attack roll with an Electrokinesis subpower is made at advantage and Dazes the target for 2 rounds.
Lightning Rod (at-will)			Major action: You push your affinity to sap and destroy electrical power instead of creating it. For the next hour, you can eliminate electric power from a system, at the same quantities, rules of thumb, and discretion as the base Battery affinity.

LaptopKind	TomeKind	Tier	2	Stat	INT	Hit	+8 to hit
Type	Special One-Handed Esoteric Weapon	Ammo/Charges	0/0	Bonuses to hit:	0		

Name	Dice	Dmg	Description
Heavy Reading	Qd6+INT	3d6+4	Major action: Make a melee attack against a single target within range. [Base damage: Qd6+INT, basic]
Lecture	Qd3+INT	3d3+4	Major action: In this essay I will— Make an Engineering, Animal Handling, Medicine, or Sanity check against all targets of choice within special range, targeting Will resistance. For each target, if you break resistance, you inflict Lethal (damage roll, 1 minute) in place of damage. Lethal from Lecture stacks to twice the maximum value of the damage roll. [Base damage: Qd3+INT]
Stand Up Straight			Major action: Were you raised in a barn? Make an Investigation, Perception, or Survival check against a target of choice within special range, targeting Will resistance. If you break resistance, the target is Impaired for 2 rounds.
Hilarious Pun	Qd4+INT	3d4+4	Major action: Make an Investigation, Perception, or Survival check against a target of choice within special range, targeting Will resistance. If you break resistance, the target is knocked Prone. If you fail to break resistance, you take 2Q true damage and feel bad about yourself. [Base damage: Qd4+INT]
I've Read About This!			Major action: When used in a strife, your first skill check next turn has advantage. If the skill check imparts any conditions on a success, choose one condition and extend its duration by one round. You can forego the advantage to extend it by two rounds instead.
Font of Knowledge			Major action: Did you know? You and all allies are Warded (Q) and add +Q to all HP and temp HP gained for 1 minute while within special range.
Anatomical Studies			Minor action: You Distract, but Aim dice can be used on the check, and you can choose to use Occult or Medicine to make it.

Taser (at-will)	Pd2+PCM	4d2+2	Major action: Make a melee attack (range: 5 feet) against a target's Reflex resistance. If you break resistance, you Daze and Weaken the target for 1 round. [Base damage: Pd2+PCM] Minor action: After landing an attack, you also inflict Weaken for 1 round.
Taser (lesser)			Free action: After landing an attack, you also Impair the target for 1 round.
Static Shock (at-will)	Pd2+PCM	4d2+2	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 10 ft. radius sphere centered somewhere within range. [Base damage: Pd2+PCM]
Static Shock (lesser)	Pd3+PCM	4d3+2	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 10 ft. radius sphere centered somewhere within range. The sphere is then difficult terrain for 1 round. [Base damage: Pd3+PCM]
Red Sprite (lesser)	P	P	Minor action: Select a target with condition(s) imposed by an Electrokinesis subpower; those conditions are extended by 1 round and the target takes P damage per such condition.

"The power you're supplying.. It's electrifying!"

Hands: Versatile, Range: 60 feet.

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

Range: 5 feet (melee), 60 feet (ranged, special), Esoteric: INT/WIS

Pillar, Racial, and Milestones

Racial | Midblood: Academic Privilege
You gain an additional 6 skill points at character creation.

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!

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.
	Keystone Path: when taken, you cannot enter any other Keystone Paths.
Master of Tactics, Mastermind, Strategist	When you take any Step in Path of the Mastermind, you can Help as a minor action with a range of 100 feet. Additionally, you also add your Intelligence modifier when rolling for initiative. You also gain the Spark of Genius ability; once per short rest, you may modify any d20 roll by adding or subtracting your Intelligence modifier from the roll.
Calculating, Mastermind, Strategist	When using or benefitting from Avert or Aim, take +2 die sizes and an extra die of the same, and using or benefitting from Assail grants +1 die size as well. Up to three such effects in any combination may be active at once.
Shadowstep, Shadowdancer, Strategist/Sentinel	Once per three rounds, you may Shadewalk 20 feet in any direction within line of sight as a reaction. Alternately, when you Dash, you can Shadewalk all movement for the rest of that turn. Independently of the cooldown, you may Shadewalk when moving through any reaction.
Flank Tactics, Operator, Strategist	When you make attack rolls or skill checks against a target, if said target (or all targets if multiple) is adjacent to a minion or ally, or within an ally's block radius, take +2 to the attack roll or skill check.
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.
Inductive Reasoning, Mastermind, Strategist	When landing a non-damaging ability (or take -100% damage to a damaging one), you may inflict the Breakdown (0, stacks to 5, 1 minute) condition on the target. Breakdown counts as either both Fade and Sunder, or Setback, chosen when inflicted. Whenever a Brokendown creature is Discerned, its magnitude increases by 1; if you already Scrutinized the target before inflicting it, it starts at Breakdown (3).

Decors and Demeanor

Erudition	P times per long rest, your next non-strife skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as you approach the gambit with Calculation, Knowledge, Reason, or Exploitation.
Persona: Outcasts	You have a fair understanding of the social rituals and norms followed by the downtrodden, rebellious, and marginalized 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.
Expertise: Computing	Through hands-on experience and practice, you understand how to use computers and other digital interfaces. Whenever using such devices, you add one Stakes die.
Direction: Antagonize	You find you excel when playing devil's advocate. If you can undermine the argument of another, you add one Stakes die.
Vision: Gumshoe	You're used to sizing up crime scenes. Recreate a murder as if you were there, look for details that might be relevant. It could be as innocent as taking the last cookie, you'll still look for errant crumbs and fingerprints. When searching for such things, you add one stakes die.
	Pick this at level 13!
	Pick this at level 15!

Specializations

Reckless Stance	While in the Reckless Stance, as a free action you give advantage to all attack rolls from or against you, for 1 round.
	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!

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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 (Calculus Modus)

What kind of captchalogue deck do you have?	Packrat			
Your items only deal 1 damage when ejected, but you can captchalogue items of one size bigger than you or smaller (default is Large), and your deck's size is raised to 70 cards. (unhide rows below the sylladex)				
What's your fetch modus? What skill does it take to use it?				
Calculus	Engineering			
Great! You use this skill when making attacks with your sylladex.				

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

Backstory (what's their story?)

Samantha "The Whizz" Kissinger is an ex-gang member, now accountant for the law office of Pearson, Pearson, and Appleson, a corporate domineering force in the field of law. How she got there? Well, buckle up, because she's actually got a pretty short story.

Growing up in New York is hard, especially when you're a Finnish immigrant, and an orphan. Of course, her real name isn't Samantha Kissinger, it's Lilja Ruha, and that's what the gangs of New York know her best as. Fresh off the boat, Lilja was taken into foster care, forced away from her parents at 6 years old, and put into a dormitory, where she shared a space with other kids, who needed to be fostered.

Eventually, she and the others broke out, and made a gang. It lasted quite a few years, but eventually, it grew too large, and changed her friends and herself to be unidentifiable, and grew too unsustainable.

Once the writing was on the wall, and the gang was going down, Sam decided to go to community college on the down low. Created a new life for herself- as Samantha Kissinger. A foster child, under fake foster parents.

Samantha is a quiet, no-nonsense woman. She was scouted at a Business Bowl- a college tournament between multiple representatives from different schools, all competing in different categories related to finances, business, and law- where she excelled in her categories, and joined Pearson, Pearson, and Appleson no questions asked, as a lead accountant. She lives her life in solitude, afraid of getting close to somebody else again, and more importantly, afraid of chasing that adrenaline high again- of becoming who she was in the past.

Personality (what are they like?)

Samantha is a no-nonsense, straightforward, monotonic woman. Talking to her might feel like talking to a brick wall, which especially doesn't help that she does it on purpose. She puts up a cold, stoic front, in order to remain professional and ensure that she doesn't get too close with her coworkers. Of course, this is also because she has no idea how to talk to people- when she was a gang leader, she ruled her cell with an iron, calculating fist, since she thought that was the best way to lead her crew. She spent her entire life either being a snot-nosed asshole of a kid, or a ruthless gang leader who was willing to do whatever it took for her and her own, so she doesn't know any other way to act around people- except for how she was around her old friends, but that doesn't exactly mesh well with her corporate and professional lifestyle.

Samantha's goal is... Well, to live, really. She just goes day to day surviving, aimlessly. She's got a cat named Pistachio in her apartment, and a ferret named Whiskers, but she's wandering aimlessly through life, like a weed. She think's it's better that way, so she doesn't get too riled up and lose control, like in the past. A few years of mellowing out have given her a hint of introspection, and she's realized that she's... Kind of afraid of who she used to be. She can't reconcile with her old identity, with Lilja, and she think's it's better that way.

When the cards are down, her strongest trait is either her dark determination, or her incredible calculating mind. She's smart and got good wits about her- it's how her and the Condiment Crew survived for so long, in the Bronx. When she left, faking her death in a brawl with the Swingers, the crew collapsed without her around to keep it going. She's perfectly planned her future, and she's content with staying the way. Of course, if push comes to shove, she's willing to do whatever it takes. She doesn't get reckless or crazy, she doesn't have a deep, unending well of courage within her, and she'll gladly retreat if it means living for another day, but she's pretty much always got a plan or two in the tank.

Sam's deepest flaw is Lilja. She's scared of getting too worked up- she stays calm at all times, and tries to keep a rational mind, but when push comes to shove, if she gets excited in a bar brawl, she'll let her mask slip, and that's what she's scared of the most; of admitting that she hasn't changed, she hasn't grown up, and she's going to become the same person who loved and, most importantly, lost.
Her biggest hinderance to living like a weed, is that she'll grow attached to somebody, and lose them. She's afraid of loss more than anything, which motivates her to stay icy and walled away from everybody.

Guardian (who raised them?)

If you have art of your character, put it here!

Nobody. So instead, this section will be dedicated to the Condiment Crew.

Lilja and her gaggle of dormmates all broke out of the dorms and ran away for good at around 15. From there, they became the Condiment Crew- that's what they were called in the foster center, because they couldn't speak english very well, and only knew how to ask for condiments, so in a dramatic twist of irony, that's the name they adopted. For a few years, they ran around the Bronx, picking up kids from similarly pretty diverse backgrounds, as it became a space for people who couldn't quite fit in with New York's America. Over time, though, it changed for the worse- it turned from a gang of friends who all worked at McDonald's under fake identities, hacked by their resident hacker Yesenia Alvarez, assisted by Lilja with the paperwork, to a roaming, massive gang that tore a war path through New York.

Little by little, as their numbers grew, the gang couldn't make enough to feed and house them all and their new recruits, so they slowly started toeing the line of morality. They feuded with a rival gang, the North Side Swingers, or the NSS (ignore any references to the South Side Swingers, did Not mean to make that a dog whistle), and frequently clashed with them, taking over their properties in order to find roofs to sleep under. They committed minor offenses to get food and water, eventually getting fired from McDonalds, and as the numbers got bigger, they all gradually changed.

Lilja loved every second of it, don't misconstrue this as a story where she's not to blame. She was good at getting into fights, and gradually into learning tax, social security, and financial fraud- and picking up a few major felonies like Grand Theft Auto and Bank Robberies as well. She was the brains of the operation, and the gang ran smoothly because of her. They were her family, her boys, and they depended on her- how could she ever give that up? And the truth of the matter was she enjoyed what she did. She was good at it, and always felt like a huge idiot whenever her "boys" made fun of her being interested in business level calculus and science, so she gave up that previous interest in favor of fitting. A little too much.

After a huge battle with the NSS one year, she lost one of the original condiments in her crew. Upset at her crews lack of reaction, any sadness and familial bond they once had replaced with deep, burning, unstatiable anger towards NSS in the name of rivalry. Hashin Ali, the name of the victim, was just another number to her original family, and that made her upset enough to leave, and watch the fallout from afar. She took progressively further steps, looking back in horror at what she'd done; and how she'd *enjoy* the adrenaline rush of some of the high stakes fighting and robberies. She knew she had to leave that life, and Lilja behind, so she left it behind. She still misses her family, though, but she can't risk going back to how she was. Not now, not ever, and especially not to gain somebody just to lose them.

Hobbies (what do they like to do?)

Samantha is obsessed with her cat and her ferret. She frequently stops in pet stores to go look at kittens. She also likes drawing, designing her own tattoo sleeves and dragon tattoo on her back. Of course, she'll never show them to anybody.

Quirk (how do they type?)

"welcome to Pearson, Pearson, and Appleson, if this isn't an audit you can fuck right off."

Roleplay Scribble (what do they RP like?)

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

Looks (what do they look like?)

[theme 1?]

I'll make a sprite sooner or later, but it's important to know that she has a huge dragon tattoo on her back, and tattoo sleeves, so she's always seen wearing modest clothing, or non-translucent clothes, so she doesn't show them. She also puts on foundation to cover up her brand of sacrifice tattoo on her shoulder, and some of her deeper cuts.

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

[theme 2?]

One common set of notes people want SMs to know is lines & veils, which are topics that you as a person out of character don't want brought up in the session (lines) or just skipped over (veils). No, you don't have to explain why, though the reasons can be as mundane as disinterest. For example, someone with an aversion to needles can put that as a line.

When you're ready, wipe this section clean and put in what notes you want.

(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 (something about your character that might be turned against them, or used to raise the stakes.) Spoons (little trivia about them that didn't fit anywhere else.) Influences (what sort of media does your character relate to? Specifically media, like books, videogames, etc) Patterns (Sburb players are by definition weird. Any weird events that keep recurring in their lives?) Solutions (how do they go about solving a problem?)	
(bonus section, use as you wish!)	[theme 4?]
(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	[what's my rung?]	See character creation!
2		1 Step, 2 stat points, 3 skill points
3	[note that you don't]	1 Decor, 1 Stage
4	[need to fill every]	1 Step
5	[rung out]	Lvl 5 Specialization, 2 stat points, 3 skill points
6	[before you start]	1 Step
7	[just fill level 1]	1 Decor
8	[and do the rest]	1 Step, 2 stat points, 3 skill points
9	[as you go along]	1 Decor, 1 Stage
10	Disgruntled Accountant	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	☐	4
Endurance		☐	4
Acrobatics		☐	4
Sleight of Hand		☐	4
Stealth		☐	4
Engineering	4	☐	4
Investigation	4	☐	4
Occult		☐	4
Animal Handling		☐	4
Insight	3	☐	4
Medicine	4	☐	4
Perception	2	☐	4
Sanity	4	☐	4
Survival	3	☐	4
Deception		☐	4
Intimidation		☐	4
Performance		☐	4
Persuasion	3	☐	4
Total Skill Points	31		

What is the source of your psionics?	Strength

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	13			14	+2
CON	15	2		18	+4
DEX	10			10	+0
INT	14			18	+4
WIS	12			12	+1
CHA	8			8	-1

Hit Die	d8
Caste	Mid

What's your race?	Teal

Has +2 to a stat of choice. Racials are either On Patrol or Midblood.

And your racial ability?	Midblood: Academic Privilege

You gain an additional 6 skill points at character creation.

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

Stages (you get them every second Decor)	
Polymath	You gain 3 skill points.
Polymath	You gain 3 skill points.
	Pick this at level 15!

Initiative	Base Speed

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

HP	Roll	Total
Level	d8	10
1	6 [3]	20
2		24
3		28
4		32
5		36
6		40
7		44
8		48
9		52
10		56
11		——
12		——
13		——
14		——
15		——
16		——
17		——
18		——
19		——
20		——

Psionics?
Hybrid

You have lesser slots, you have Psi Vulnerability, and you know one subpower of one psi power and one special abilitech of one strife specibus. When you gain a Step, you can learn one unknown subpower or special abilitech per psi power or strife specibus you know, when you gain a Decor you gain 1 skill point, and you have +1 die size to your Hit Die.

How psionically sensitive are you?

Will resistance has a -4 malus.

Psionic Slots		
Slots	Bonus	Total
Lesser	0	8
Greater	0	0

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

Body and mind are one and the same; the range of all psionic powers and attacks is halved (minimum 5 feet), and your psionic skill is Athletics.

Bonus	+0	Bonus	+0
Total	+0	Total	30

Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	3cb852 [8]
Bar Remaining	16e711 [9]

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

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

Blackboard

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

Name	Tier	Specibus	Effect	Flavor Text
Laptop	2	TomeKind		This bad boy got you through undergrad in two whole years. You're just the best at what you do, and what you do is crunch those goddamn numbers. And also send an occasional cat gif to the slack chat.
Wraps	0	Psionic Focus		Old faithful. These bloodied, dirty rags haven't been bone white in years, but you keep them around just in case.
Nails	0	Psionic Focus		Some nails you keep around, in case you gotta fight dirty.

Name	Tier	Effect	Flavor Text
Business Suit	2		
Street Clothes	2		

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

Grist Spent	0

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

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

Tower
Your house

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

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

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

Followers		
Name	Role	Description

Ledger (Use this to keep track of your purchases)			

Customization

In this tab, you can input your own strife specibi, psionic powers, and Steps for the sheet to automate for you.

Alternately, you can use this to grab single subpowers or reskin weapons. For example, if you have Psionic Gift: Left Hand Rule, you can copy over just Lift and Impact.

If you need more, you can unhide them as you need them.

Blackboard

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

Strife Specibi / Psionic Powers

Name [11]	Customization Test Example 1
Notes [12]	Example Notes
Type [13]	Examplekind
Name [14]	Description [15]
Test 1	Descriptions go here.
Test 2	And here too.
Test 3	And so on and so forth.

	Customiz	Tier	0	Stat	STR	Hit	+6 to hit
Type	**Examplekind**		Ammo/Charges		0/0	Bonuses to hit:	0

Name	Dice	Dmg	Description
Test 1			Descriptions go here.
Test 2			And here too.
Test 3			And so on and so forth.

Example Notes

Additional Steps [16]

Name [17]	Description [18]
Example Step	This is a description.
3	And other description.
5	And another.
7	You know how this gag goes.

Blackboard

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

[11] Well, what's its name?

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

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

[14] Each abilitch or subpower, its name goes here.

[15] Describe each abilitech or subpower here. Follow the same format, for which you can look up to the right, instead of going back and forth between tabs.

[16] If you have custom steps you want to use, you can put those in here!

[17] Each abilitch or subpower, its name goes here.

[18] Describe each abilitech or subpower here. Follow the same format, for which you can look up to the right, instead of going back and forth between tabs.