





**Backstory (what's their story?)**

As 1 of 8 kids, Nottingham "Nott" Pilgrim hates his name. He hates a great many other things, but he truly hates his family's accursed traditions, one of which is naming a child after the township they were born in, and then moving away before the next one comes. Being a 14 year old with no lasting friendships Nott always found himself at odds with others, with the only exception being his personal pet Wallace Epsilon Scrubbs (Or WES if you are a fucking weirdo) The Ferret.

Out of all the fairly inconvenient things that drives him insane, stupid ass traditions and group habits are the worst. He has said more than once, mainly to his sister 7-11, that if he could, he would knock the teeth out of whichever ancestor began the naming tradition. Know what?! Not just the Unnamed Asshat, but ANY Jackoby that began a stupid tradition knowing how it would immediately fuck someone over should be decked! Know what!? LETS JUST SOCK GOD IN THE FUCKING TEETH WHILE WE ARE AT IT!

**Personality (what are they like?)**

He is generally grumpy... thats like, 85% of his personality. 10% is brotherly care. The other 5% is not something you should be asking about, k?

**Guardian (who raised them?)**

Columbus Pilgrim. A consistatly tired father, he works diligantly to keep the house in order and the children happy...ish. Funny thing is, he married into the family and took on the Pilgrim name, so he just happened to be named after where he was born just because.

**Hobbies (what do they like to do?)**

Nott has a keen intrest in boxing, mixed martial arts and street fights of all kind (Mainly to be the bloody protective fist when ever the family moves to a new area). He also likes his games. They can be video games, arcade games, board games or even mind puzzels, so long as they get his mind off of wanting to deck anyone and everyone.

**Quirk (how do they type?)**

Ain't got one sonny.

**Roleplay Scribble (what do they RP like?)**

**Looks (what do they look like?)**

Shaggy Teal Green hair, and a semi baggy Grey sweater. 14yr, 5'6" 142lb

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

Lines: Sexual Assault  
Veils: N/A

**(bonus section, use as you wish!)**

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.)

- His Siblings are named (Listed in order of eldest to youngest):
- > London (20 **F**), Seattle (17 **M**), Chicago (16 **F**), Dakota (15 **F**), Nottingham (14 **M**), Cornwall (11 **M**) & 7-11 (11 **F**), Charlotte (8 **F**)

Influences (what sort of media does your character relate to? Specifically media, like books, videogames, etc)  
- Hes loosely Based off Scott Pilgrim in name and style

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!)**

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

**(bonus section, use as you wish!)**



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

Main Theme

[I hate you, Please Die](#)

[theme 2?]

[theme 3?]

[theme 4?]

[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	Why do I have to use this Rung Crap?	See character creation!
2	Seems like a Tradition, yeah?	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		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	3	<input type="checkbox"/>	3
Endurance		<input type="checkbox"/>	2
Acrobatics		<input type="checkbox"/>	2
Sleight of Hand		<input type="checkbox"/>	2
Stealth		<input type="checkbox"/>	2
Engineering		<input type="checkbox"/>	2
Investigation		<input type="checkbox"/>	2
Occult		<input type="checkbox"/>	2
Animal Handling		<input type="checkbox"/>	2
Insight		<input type="checkbox"/>	2
Medicine		<input type="checkbox"/>	2
Perception	2	<input type="checkbox"/>	2
Sanity		<input type="checkbox"/>	2
Survival		<input type="checkbox"/>	2
Deception		<input type="checkbox"/>	2
Intimidation	1	<input type="checkbox"/>	2
Performance		<input type="checkbox"/>	2
Persuasion		<input type="checkbox"/>	2
Total Skill Points	6		

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	15	1		16	+3
CON	14			14	+2
DEX	8			8	-1
INT	10			10	+0
WIS	12			12	+1
CHA	13	1		14	+2

Hit Die	d10
Caste	Human

What's your race?	Spirited Scrapper (variant)
Has +1 STR, +1 to a stat of choice. Racial are either High Fever: Berserk, Ruffiannahilate, or Vivacity: Killing Flair.	

And your racial ability?	Ruffiannahilate
Gain +1 die size to your damage and Aim dice.	

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

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

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

HP	Roll	Total
Level	d10	10
1	10 [3]	22
2		---
3		---
4		---
5		---
6		---
7		---
8		---
9		---
10		---
11		---
12		---
13		---
14		---
15		---
16		---
17		---
18		---
19		---
20		---

Psionics?
Martial
You know all abilitechs for your strife specibi, when you gain a Step you gain 2 skill points, you increase the magnitude of your Stage benefits by 1, and you have +1 die size to your Hit Die.

How psionically sensitive are you?
Nothing. You are psionically normal!

Psionic Slots		
Slots	Bonus	Total
Lesser	0	0
Greater	0	0

What colors do you want? [7]
Text

What is the source of your psionics?	Strength
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.	

Initiative		Base Speed	
Bonus	+0	Bonus	+0
Total	-1	Total	30

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

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

Anything... special about you?	All-Rounder
<p>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.</p>	

<b>Blackboard</b>
<p>This is the blackboard, use it to write down any notes you have!</p>



















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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

[11] Well, what's its name?

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

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

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

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

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

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

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