Level:	1	Why do I have to use this Rung Crap?
0	XP	Next level at 30 XP

"Nott" Pilgrim	Dream Moon [1]
Male Human	Class of Aspect
versesCreation [VC]	Land of and
taylord_of_nyx	GRIT THOSE TEETH!

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

<u>egis</u>	HP lost	<u>Hit Points</u>	HDI
0	0	22 / 22	1
empoi	rary HP	100%	Hit
()		1

0				1d1)+2
<u>Lesser slots</u>	0			Greater slots	0
<u>Speed</u>	30 ft.	Passive Perce	ption	Proficiency	+2
<u>Initiative</u>	-1	13		Proficiency	+2
			_		
Ability Sco	<u>res</u>	Armor Class	12	Status Debu	<u>ıffs</u>
Strength	16 (3)	Armor Class	+0	Rupture	0
Constitution	14 (2)		17	Sunder	0
Dexterity	8 (-1)	Fortitude	+0	Fade	0
Intelligence	10 (0)	D (1	9	Cripple	0
Wisdom	12 (1)	Reflex	+0	Setback	0
Charisma	14 (2)	1400	13	Max HP Redux	0
		Will	+0		
Hit Bonus	+0	Crit Range	20	Defense Bonus	+0

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

	Wardrobifier	
<u>Hand</u>	<u>Wardrobe</u>	<u>Hand</u>
Punchers	Ferret Safe Grey Hoodie	Power of 70017
Accessory	Accessory	Accessory
Wallace		

<u>Punc</u>	chers Tier 0 fist	kind
Its just your	fists (Leather stra	p Bracelets)
"He Punches	Highlights out o	f your hair!"
Power of	70077 Tier 0 sv	vordkind
	that sort of vibes	,
Ferret Safe	Grey Hoodie Tie	er 0 Apparel
A simple grey hoo	odie, with a ferret r into the hood Thats Wallace	resting nest sewn
Wallace		
Hes a Ferret sleeps in Notts Hood not an accessory but hes still here		

Pun	ch	FistKind	Tier	0 Stat		STR	Hit	+5 t	o hit
Туре	Melee [Double Br Weapon	utality	Ammo/Charges 0/0 Bonuses to hit:		0			
<u>Nam</u>	<u>1e</u>	Dice [2]	<u>Dmg</u>	<u>Description</u>					
Punc	th	Qd8+STR	1d8+3	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property. [Base damage: Qd6+STR, basic]					
Cheap S	Shot	Qd8+STR	1d8+3	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 1 round. [Base damage Qd6+STR]					
Kneed	ар	Qd8+STR	1d8+3	Major action: Make a melee attack against a single target withir range. If you hit, the target is Crippled (10) for 1 round. [Base damage: Qd6+STR]					
Jab)	Qd3	1d3	Reaction: Make a melee attack against a single target within range. [Base damage: Qd2]				t within	
Hail of E	Blows	Qd6	1d6	Major and minor action: Make two attacks against a single target within range. This abilitech has the Momentum property. [Base damage: Qd4]					
				Range:	5 feet				
Notes: '	Notes: You can and should alchemize for FistKind, either through substitutes such as boxing gloves, or an item you carry on you that confers the same effects. FistKind does not count as a free hand for the purposes of casting psionics.						oxing		
If	f there's	any oth	er notes	about t	his specil	bus or po	wer, pu	t it here!	

Power	of	SwordKin	Tier	0	Stat	STR	Hit	+5 to	o hit
Type Melee Versatile Finesse Weapon			Ammo/	Charges	0/0	Bonuse	s to hit:	0	
<u>Nan</u>	<u>ne</u>	<u>Dice</u>	<u>Dmg</u>			<u>Descr</u>	<u>iption</u>		
Swo	rd	Qd10+STR	1d10+3	Major action: Make a melee attack against a single target with range. [Base damage: Qd8+STR, basic]			et within		
Arc	=	Qd6+STR	1d6+3	Major action: Make a melee attack against three targets within range. [Base damage: Qd4+STR]			ts within		
Crippling	Strike	Qd6+STR	1d6+3	Major action: Make a melee attack against a single target with range. If you hit, the target is Crippled (10) for 1 round. [Basdamage: Qd4+STR]					
Cutting	Strike	Qd4+STR	1d4+3		f you hit, yo		T (Q, 5 rou	a single targ inds) on the [R]	
Perfect	: Cut	Qd12+STR	1d12+3	a 15 ft.	radius, targ	eting Refle:	x resistanci here within	inst all targe e. After mak n this radius	ing the
				Range	: 5 feet				

Pillar, Racial, and Milestones				
Racial Ruffiannihilate Gain +1 die size to your damage and Aim dice.				
Keeper, Ivl 1, Sentinel	Your Hit Dice have +1 die size, you can use Constitution when determining your armor, and you gain a unique block radius of 5 feet: if you can Block as a reaction, you can do this on all attacks that target or originate within this radius, not just attacks against you.			
	Pick this when you have two Steps of your pillar!			
	Pick this when you have four Steps of your pillar!			
	Pick this when you have six Steps of your pillar!			
	Specializations			
	Pick this at level 5!			
	Pick this at level 11!			
	Pick this at level 17!			
Pick this at level 19!				
This is the black	kboard, use it to write down any notes you have!			



<u>De</u>	cors and Demeanor
Passion	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 Confrontation, Power, Emotion, or Sacrifice.
Direction: Force	You find you excel by letting loose. If you can act to push yourself to your physical limits, you add one Stakes die.
	Pick this at level 3!
	Pick this at level 7!
	Pick this at level 9!
	Pick this at level 13!
	Pick this at level 15!

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

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 (Dead Pixel Modus)				
What kind of	Phone				
captchalogue deck do you have?	Heavy	3 Rolls of Quarters			
You can captchalogue iter	ms of one size bigger	Ferret Feed (5 lb)			
than you or smaller (defa deal 1d6 damage when e		Handful of Bandages & Gauze			
is reduced to 15 feet.					
What's your fetch mod	lus? What skill does				
it take to use it?					
Dead Pixel Sanity					
Great! You use this ski					
attacks with your sylla	dex.				

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 familys acursed 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 inconvienient 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?)

	Leitifictis (a musical theme of two, if you wish:)
Looks (what do they look like?)	Main Theme
Shaggy Teal Green hair, and a semi baggy Grey sweater. 14yr, 5'6" 142lb	<u>I hate you, Please Die</u>
SM Notes (is there anything you want the SM to know?)	[theme 2?]
Lines: Sexual Assualt Veils: N/A	
(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.)

- 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!)	[theme 4?]

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

(bonus section, use as you wish!)	[theme 5?]	

This is your echeladder! Here, you give each rung whatever name you feel appropriate, and each level tells you what you gain at that level.

<u>Level</u>	<u>Rung Name</u>	<u>Benefits</u>
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	8 [and do the rest] 1 Step, 2 stat 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	14 1 Step, 2 stat points, points	
15	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 v skill points at level		Expertise? [4]	Max [5]
Athletics	3		3
Endurance			2
Acrobatics			2
Sleight of Hand			2
Stealth			2
Engineering			2
Investigation			2
Occult			2
Animal Handling			2
Insight			2
Medicine			2
Perception	2		2
Sanity			2
Survival			2
Deception			2
Intimidation	1		2
Performance			2
Persuasion			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
СНА	13	1		14	+2
	Hit	Die	d1	LO	
	Ca	ste	Hur	nan	

What's your race?	Spirited Scrapper
	(variant)

Has +1 STR, +1 to a stat of choice. Racials are either High Fever: Berserk, Ruffiannihilate, or Vivacity: Killing Flair.

And your racial ability?	Ruffiannihilate

Gain +1 die size to your damage and Aim dice.

<u>Stat Increases</u>		What resistance are you proficient in? At character		
Level	Stat 1	Stat 2	creation, pick one. [6]	
2			Fortitude	\checkmark
5			Reflex	
8			Will	
11			What stats doe	s your
14			wardrobe u	se?
17			Stat One	Str
20			Stat Two	Con

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.

<u>HP</u>	<u>Roll</u>	<u>Total</u>
<u>Level</u>	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			

Nothing. You are psionically normal!

<u>Psionic Slots</u>						
Slots Bonus Total						
Lesser	0					
Greater	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 sam	ne; the range of all psionic

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.

RI	20	Ι⁄h	03	ırd

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!

<u>Initiative</u>		Base Spe	<u>ed</u>
Bonus	+0	Bonus	+0
Total -1		Total	30

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.

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

<u>Blackboard</u>

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

Name	Tier	Specibus	Effect	Flavor Text
Punchers		fistkind	Its just your fists (Leather strap Bracelets)	"He Punches Highlights out of your
Power of 7007	0	swordkind	A blank sword that sort of vibes in your chest.	*YOU EARNED THE POWER OF TOTAL
	<u> </u>	l		

	1		
Name	Tier	Effect	Flavor Text
Ferret Safe Grey Hoodie	0	A simple grey hoodie, with a ferret resting nest sewn into the hood	Thats Wallace
Wallace	0	Hes a Ferret sleeps in Notts Hood not an accessory but hes still here	Not for Combat purposes

	_			
Item	Components	Cost	Tier	Description
Example Item	Item A && Item B	[example cost]	Х	this is a placeholder text.
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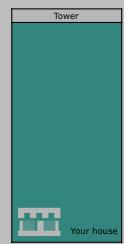
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Gate	Grist
1	25
2	50
3	75
4	100
5	125
6	175
7	225
Session Length?	
Length 1	

Grist Spent



A 3 story house, with more than enough for the 8 kids that live there. His room is the last on the 2nd floor, right next to 2nd floor bathroom. He shares the room with Seattle.

Household Blackboard

Boondollars [10]		
Level	BD Gained	
2		
3		
4		
5		
6 7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

	Search Function
	You only get one of these per turn, and these tend to be supplements to your major action.
	Combob attack: If you made a Combo attack as a major, you can repeat a Combo attack with the other hand.
	Sylladex Ejection: 1d20+skill bonus attack roll, 30 ft. range, ranged weapon attack, one target, 1d4 damage.
List of Minor Actions (Sparknotes)	Discern: Check skill against target's DC, learn hidden anatomy and other pertinent details. Can use Invest or Perception. Can use Animal Handling for underlings, Medicine for biologicals, Engineering for mechanicals, Occult for psionics.
	Inventory Usage: Switching between specibi and taking items in or out of your sylladex.
	Aim: 1d3 Aim die, for yourself or an ally.
	Avert: 1d3 Block die, for yourself or an ally.
	Assail: Add a stat mod to a damage roll. Any stat mod. Yes, even Con.
	Distract: Opposed skill check, Stealth vs their Perception, get +2 to crit range.

		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.

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.	
<u> </u>		
	_	

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	<u>Tier</u>	0	<u>Stat</u>	STR	<u>Hit</u>	+5 t	o hit	
Type Examplekind			Ammo/	Charges	0/0	Bonuse:	s to hit:	0	
<u>Name</u>	<u>Dice</u>	<u>Dmg</u>	<u>Description</u>						
Test 1			Descriptions go here.						
Test 2			And here too.						
Test 3			And so on and so forth.						
	_			_	_	_	_		
	_								
				- N-+	_	_	_		
Example Notes									

			ra

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.