

Level:	1	Eyes wide rotten
0 XP		Next level at 30 XP

Ziwei Melopa	Dream Moon [1]
Male goldblood troll	Class of Aspect
variegatedSomnambulist [VS]	Land of ___ and ___
Elacular	"My wh0le life is a dream!" "and i d0n't want t0 wake up."

Wardrobifier		
Hand	Wardrobe	Hand
Empty hands	T shirt and pants	Empty hands
Accessory	Accessory	Accessory
Headphones		

Skill	Stat	Bonus	Total
Athletics	Str	+0	+1
Endurance	Con	+0	-1
Acrobatics	Dex	+0	+0
Sleight of Hand	Dex	+0	+0
Stealth	Dex	+0	+0
Engineering	Int	+0	+3
Investigation	Int	+0	+4
Occult	Int	+0	+4
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	+2
Performance	Cha	+0	+4
Persuasion	Cha	+0	+2

Aegis	HP lost	0	0
Temporary HP		0	
Lesser slots	2	Greater slots	2
Speed	30 ft.	Passive Perception	
Initiative	+0	Proficiency	+2
Ability Scores		Armor Class	12
Strength	12 (1)		+0
Constitution	8 (-1)	Fortitude	12
Dexterity	10 (0)		+0
Intelligence	16 (3)	Reflex	13
Wisdom	13 (1)		+0
Charisma	15 (2)	Will	9
			+0
Hit Bonus	+0	Crit Range	20
		Defense Bonus	+0

Empty hands Tier 0 Fistkind
N/A
With eyebeams like yours, you never thought you'd need a weapon.
Empty hands Tier 0 Fistkind
N/A
With eyebeams like yours, you never thought you'd need a weapon.
T shirt and pants Tier 0 Apparel
N/A
Last washed...eh. Doesn't matter.
Headphones
N/A [2]

Resources					
Lesser slots	Greater slots	Artiface	Name	Name	
2 2	2 2	2 2			
Current	2	Current	2	Current	2
Maximum	2	Maximum	2	Maximum	2

Bare hands and feet	FistKind	Tier	0	Stat	STR	Hit	+3 to hit
Type	Melee Double Brutality Weapon				0/0	Bonuses to hit:	0
Name	Dice [3]	Dmg	Description				
Punch	Qd4+STR	1d4+1	Major action: Make a melee attack against a single target within range. This abilitch has the Combo property. [Base damage: Qd6+STR, basic]				
Range: 5 feet							
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.							
If there's any other notes about this specibus or power, put it here!							

Voidrot	Antipsion	Tier	0	Stat	CHA	Hit	+4 to hit
Type	Psionic Power				0/0	Bonuses to hit:	0
Name	Dice	Dmg	Description				
Detect Psionics (affinity)			You gain a sixth sense attuned to psionic emanations. Your ability to Discern and Scrutinize extends to nearby psionics within 100 feet, whether it be psionic beings, items, phenomena, etc. You can use your psionic skill for those abilities where necessary, and the SM may require such a check to tell specific details about some psionic signature, detect some subtle or otherwise concealed psionics, or some other use for this sixth sense, at the SM's discretion. You can spend a lesser slot to heighten your psi sense, allowing you to know and track the locations of all creatures with psionic natures, foci, or other psionic features within 100 feet for 30 minutes. At the SM's discretion, you might also spend a lesser slot to track the trails of psionic creatures or telepathic conversations, automatically pass some check where this affinity came into play, or otherwise supercharge your psi sense to attempt something extraordinary with your affinity not covered in this writing. This affinity is used as a free action if an action cost is not given elsewhere.				
Anti-psi Field (lesser)			Major action: Create a 15 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All psi attacks of your choice that pass through this sphere have disadvantage.				
Anti-psi Field (greater)			Major action: Create a 30 ft. radius sphere, centered on and moving with yourself, that lasts for 1 minute. All psi attacks of your choice that pass through this sphere have disadvantage, and all creatures of your choice are Impaired while in the sphere.				
"Counterspell."							
Hands: Versatile, Range: 30 feet.							

Psionics	Eyebeam	Tier	0	Stat	CHA	Hit	+4 to hit
Type	Psionic Power				0/0	Bonuses to hit:	0
Name	Dice	Dmg	Description				
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+PCM	2d4+2	Major action: Make a ranged attack against a target's AC. [Base damage: Pd4+PCM]				
Eyebeam (at-will, multishot)	Pd3+PCM	2d3+2	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+PCM	2d2+2	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+PCM	2d8+2	Major action: Make a ranged attack against a target's AC. [Base damage: Pd8+PCM]				
Eyebeam (lesser, line)	Pd4+PCM	2d4+2	Major action: Make a ranged attack against AC, drawing a 90 ft. line, both ends within range and hitting everyone in this line. [Base damage: Pd4+PCM]				

		Tier	0	Stat	STR	Hit	+3 to hit
Type					0/0	Bonuses to hit:	0
Name	Dice	Dmg	Description				

Convergence Beam (at-will)	Pd3+PCM	2d3+2	Major action: Make a ranged attack against a target's AC. This attack has the Combo property. [Base damage: Pd3+PCM] Free action: Once per turn, after hitting with both major and minor combo attacks with the Convergence Beam subpower in the same turn, make a ranged attack against a target's AC. [Base damage: 2P]				
Ocular Charge (at-will)			Major action: Your first ranged subpower with the Eyebeam subpower next turn is Empowered.				
Ocular Charge (lesser)			Minor action: When making an attack with an Eyebeams subpower, you may bend the beam to ignore hit maluses.				
Ocular Charge (lesser)			Minor action: After landing an attack, you Sunder (3) the target.				
Lock On (at-will)			Minor action: When targeting anatomy, you reduce the defense bonus and crit penalty of that anatomy by 2, to a minimum of 0.				
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.				
Chromatic Aberration (lesser)			Free action: After landing an eyebeams attack, you also Rupture (P, 2 rounds) the target. 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+PCM	4d8+2	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]				
"I got my eyes on you!"							
Hands: None, Range: 90 feet.							

Pillar, Racial, and Milestones

Racial | Presence of Mind: Overdrive
Once per strife, you may either make a missed attack roll still deal half damage (but no effects), or make a landed attack deal 50% bonus damage.

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.

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

Pillar and Steps

Strategist

You are a Strategist! Your bread and butter is preparation and trickery, because you abhor the idea of a fair fight.

Remember, you pick one Step every two levels!

Decors and Demeanor

Artifice
P times per long rest, your next non-strife skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as you approach the gambit with Finesse, Control, Evasion, or Redirection.

Persona: Humanities
You have a fair understanding of the social rituals and norms followed by the artists and other cultural innovators 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.

- 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 (Paint Modus) [4]

What kind of captchalogue deck do you have?	Default	Makeup [5]		
		Hair gel [6]		
		Paints [7]		
You can captchalogue items of your size or smaller, and they deal 1d4 damage when ejected.		Picture of your future matesprit		
		Picture of your future moirail		
What's your fetch modus? What skill does it take to use it?		Picture of your future kismesis		
		Pic of your future auspstice		
	Paint	Sleight of Hand	Paintbrushes [12]	
			Palmhusk [13]	
Great! You use this skill when making attacks with your sylladex.			Probing cane [14]	

Backstory (what's their story?)

The world has always been more beautiful for you than it has been for others. Ever since you were young, you've understood this. You see beautiful colors that others can't. Where your psionically sensitive peers see nightmares, you have only beautiful dreams. Entire worlds swim behind your eyes, worlds that they can't even imagine. While they scabble for romance and desperately try to find their soulmates, you know yours already. You know that they're waiting for you. Because you've seen them. You see them every day when you sleep.

The waking world seemed just as beautiful to you. But then the colors started to fade away.

You didn't understand why until the pain began. The horrible pain in your eyes. The tears that weren't just yellow, but were thick with opaque purple and green. Every day became a holy refuge, a world without pain, while every night when you couldn't sleep, your eyeballs melted out of your skull. No more energy. No more color of stars. No more light. No more visions. Just darkness, exhaustion, and death.

At least, while you wake.

The world is still beautiful while you sleep. So you sleep as much as you can, only staying awake enough to make sure your "real" body doesn't die. You know you need to keep it alive long enough to find your quadrantmates, after all. You may not know how it'll happen, but you know it will. And then once you meet them, everything will be beautiful again. You can forget about chronic illness and voidrot. You can forget about loneliness. You can forget about death.

Your life will be a beautiful dream again.

Personality (what are they like?)

Once upon a time, Ziiwei was vivacious, extroverted, proud, excited, and full of hope. While he dreams, Ziiwei is still like this, and that's still the person that he wants to be. But while he's awake, he's become sullen, withdrawn, and even less healthy than the average voidrot sufferer would be. He had always been somewhat alienated by people in real life thanks to his obsessive dreaming, but getting voidrot has more or less completely separated him from anyone he was connected to in real life outside of his lusus, either because he pushed them away, or because they just couldn't keep up a connection with someone who slept as many hours of the day as trollianly possible.

Guardian (who raised them?)

Ziiwei was raised by Camelopardad, a giraffe lusus. The two never connected much, again, due to Ziiwei's preference for the dreaming world over the waking one. Camelopardad is the only reason Ziiwei is still alive right now, working extremely hard to bring him the food, water, and psionic energy that he needs. It's a thankless task, and it's running him ragged. No lusus expects their charge to become harder to take care of as they grow instead of easier.

Hobbies (what do they like to do?)

Ziiwei used to like painting, though after losing his eyes in the waking world, he stopped doing it in both. In the dream world, he's something of a fashionista, loving to experiment with his appearance and clothing and sense of style. He also very much enjoys communing with the clouds/horrorterrors/secret third thing and fantasizing about his "quadrantmates".

Quirk (how do they type?)

VS: Y0u 0nce sp0ke with wide-eyed Optimism!
VS: th0ugh little seems t0 have changed, the difference is still n0ticeable.

Roleplay Scribble (what do they RP like?)

Looks (what do they look like?)

While both waking and sleeping, Ziiwei is tall and handsome, though his looks are extremely unkempt in his waking body. His waking body has barely been taken care of at all, so he looks like a slovenly, sickly mess. While dreaming, though, he puts a great deal of effort into his appearance, from the clothes he wears to the makeup he puts on. Both his waking and dreamself have lost an unhealthy ammount of weight, a sign that there's not as much separation between them as Ziiwei believes.

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



DREAMSELF CLOTHES COLORS TBD



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

[theme 1?]

[theme 2?]

<p>Ziwei is a character who simply cannot get what he wants. He needs to grow, because his ideas of what he wants are childish and unrealistic, and he's trapped himself by refusing to accept the things he's losing. His voidrot is in part a representation of that, and because of that, I think it's important that it eventually infects him fully, whether that be through metaphysical bullshit, through him losing his dreamself, or something else entirely.</p> <p>As a character, Ziwei is going to try and spend as much time in his dream body as possible. The GM may need to force him into situations where he has to switch and spend at least some ammount of time in the waking world.</p>	
<p>(bonus section, use as you wish!)</p>	<p>[theme 3?]</p>
<p>If you want to further flesh out your character or add more notes, here's some ideas for bonus sections:</p> <p>Knives: Voidrot. This chronic illness is slowly killing Ziwei, though it would be killing him a lot slower if he actually took care of himself.</p> <p>Camelopardad. Ziwei's lusus got used to having a low-maintenance charge, and has had to very abruptly change its behavior. It's been running itself ragged and doing everything it can to keep him from wasting away. It has to be exhausting, and Ziwei barely acknowledges it.</p> <p>His "Quadrantmates" (actually coplayers). Ziwei has never actually met them in a meaningful way. He just has the visions of the past/future he's been shown to go off of, and he's filled in the blanks with his own stupid, romantic head. As such, his expectations are likely to bare only cursory resemblance to the reality.</p> <p>Spoons: (little trivia about them that didn't fit anywhere else.)</p> <p>Influences: Ziwei loves a good romance, and he thinks of himself sort of like a romantic protagonist.</p> <p>Patterns: Ziwei is an extremely visual person. He likes colors, light, reading...anything that uses his eyes. Which is part of why he's handled his voidrot so poorly.</p> <p>Solutions: Great question! I'll get back to you when he actually has any.</p>	
<p>Quadrantmates</p>	<p>[theme 4?]</p>
<p>Ziwei comes into the game with the (stupid) belief that his coplayers are destined to be his quadrantmates and with a large number of headcannons already built up about them. As a player, I'm on the fence about how much I should start making up his bullshit characterizations of them now or whether I should wait until I actually know who his coplayers are, if any.</p>	
<p>(bonus section, use as you wish!)</p>	<p>[theme 5?]</p>
<p>My future mechanical plan is for Ziwei to learn a bunch of shit that deals lethal and allows him to heal using lethal. This includes him eventually picking up Fncysntakind, of all things. His deciding to start using an actual weapon would be a big step in him accepting the reality that his dream is dying. Maybe it could be reflavored as his impaired vision cane that he refuses to use?</p>	

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	Eyes wide rotten	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		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? [16]	Max [17]
Athletics	<input type="checkbox"/>	2
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"/>	3
Investigation	1 <input type="checkbox"/>	3
Occult	1 <input type="checkbox"/>	3
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	<input type="checkbox"/>	2
Performance	2 <input type="checkbox"/>	2
Persuasion	<input type="checkbox"/>	2
Total Skill Points	6	

What is the source of your psionics? Charisma

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	12			12	+1
CON	8			8	-1
DEX	10			10	+0
INT	14	2		16	+3
WIS	13			13	+1
CHA	15			15	+2
Hit Die			d6		
Caste			Low		

What's your race? Gold

Has +2 INT. Racial are either Presence of Mind or Lowblood.

And your racial ability? Presence of Mind: Overdrive

Once per strife, you may either make a missed attack roll still deal half damage (but no effects), or make a landed attack deal 50% bonus damage.

Stat Increases			What resistance are you proficient in? At character creation, pick one. [18]	
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	Cha
17			Stat Two	Int
20				

Stages (you get them every second Decor)

Pick this at level 3!

Pick this at level 9!

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	d6	10
1	6 [15]	15
2		---
3		---
4		---
5		---
6		---
7		---
8		---
9		---
10		---
11		---
12		---
13		---
14		---
15		---
16		---
17		---
18		---
19		---
20		---

Psionics?

Psion

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

How psionically sensitive are you?

Will resistance has a -4 malus.

Psionic Slots		
Slots	Bonus	Total
Lesser	0	2
Greater	0	2

What colors do you want? [19]

Text

Titles #1

Sheer force of personality works wonders; your psionic skill is Performance.

Bonus	+0	Bonus	+0
Total	+0	Total	30

Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	3cb852 [20]
Bar Remaining	16e711 [21]

Blackboard

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

Anything... special about you?

Lucid Dreamer

You begin play having already awakened on your dream moon before the events of the session. You have a fair understanding of the histories and social norms followed by carapacians, consorts, and other common inhabitants of the Incipisphere. You have one Stakes die to any non-strife checks made when dealing with them.

Blackboard

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

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

[2] If all your computers have to talk to you now, you can at least have some semblance of privacy.

[3] 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.

[4] You use this by painting an image of the item you want. Used to be a lot easier for you.

[5] You used to take pride in your appearance. You still do while you sleep.

[6] Haven't used this irl ever since you stopped having eyes for your bangs to obscure.

[7] A bit grim, but painting used to be a hobby of yours.

[8] A painting of your future matesprit.

[9] A painting of your future moirail.

[10] A painting of your future kismesis.

[11] A painting of the future members of your auspisticism.

[12] Haven't seen much use lately

[13] You hate using this thing nowadays.

[14] Someone gifted you this. You can't remember who. You yelled at them when they did.

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

[16] 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!

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

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

[19] 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.

[20] 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.

[21] 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.

[22] 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.

[23] Well, what's its name?

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

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

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

[27] 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.

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

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

[30] 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.