

Level:	1	[among us n00b]
	0 XP	Next level at 30 XP

Amongi Suosoo	Dream Moon [1]
Male VioletBlood	Class of Aspect
shroudedCharlatan [SC]	Land of ___ and ___
kazmir.	Ⓢ < STOP TEAMING OH MY GOG YOURE THE REASON WHY AMONG US IS RUINED!

Wardrobifier		
Hand	Wardrobe	Hand
IMPOSTER'S KNIFE	Suspicious_Cloak	MY HANDS
Accessory	Accessory	Accessory
Imposter's Visor		

Skill	Stat	Bonus	Total
Athletics	Str	+0	+4
Endurance	Con	+0	+1
Acrobatics	Dex	+0	+4
Sleight of Hand	Dex	+0	+4
Stealth	Dex	+0	+5
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	+1
Sanity	Wis	+0	+1
Survival	Wis	+0	+1
Deception	Cha	+0	-1
Intimidation	Cha	+0	-1
Performance	Cha	+0	-1
Persuasion	Cha	+0	-1

Aegis	HP Lost		
0	0		
Temporary HP			
0			

Hit Points	
15 / 15	
100%	

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

Lesser slots	0	Greater slots	0
Speed	30 ft.	Passive Perception	
Initiative	+3	11	Proficiency +2

Ability Scores	Armor Class	12	Status Debuffs
Strength 15 (2)	+0	Rupture	0
Constitution 13 (1)	+0	Sunder	0
Dexterity 16 (3)	+0	Fade	0
Intelligence 10 (0)	+0	Cripple	0
Wisdom 12 (1)	+0	Setback	0
Charisma 8 (-1)	+0	Max HP Redux	0
	Will	10	
		+0	

Hit Bonus	+0	Crit Range	20	Defense Bonus	+0
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IMPOSTER'S KNIFE Tier 0 daggerkind
It can hurt and kill people. <i>The standard dagger he picked up and calls a knife.</i>
MY HANDS Tier 0 mrtlartskind
Lets him open a door and stuff! <i>Everyone is born with hands, right?</i>
Suspicious Cloak Tier 0 Apparel
Good to hide your dagger under when you're sneaking up. <i>"Extra Suspicious TM"</i>
Imposter's Visor
Lets you see... almost as clearly.

Resources				
Name	Name	Name	Name	Name
Current	Current	Current	Current	Current
Maximum	Maximum	Maximum	Maximum	Maximum

IMPOSTER!	DaggerKind	Tier	0	Stat	DEX	Hit	+5 to hit
Type	Melee One-Handed Finesse Weapon		Ammo/Charges	0/0	Bonuses to hit:	0	
Name	Dice [2]	Dmg	Description				
Slice	Qd2+DEX	1d2+3	Major action: Make a melee attack against a single target within range. This abilitch has the Combo property. [Base damage: Qd6+DEX, basic]				
Shank	Qd4+DEX	1d4+3	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (half) for 1 round. [Base damage: Qd4+DEX]				
Execute	2Qd4+DEX	2d4+3	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck. [Base damage: 2Qd4+DEX]				
Throw	Qd8+DEX	1d8+3	Major action: Make a ranged attack against a single target within range. You may choose to leave the dagger in the target; you can retrieve it as a major action, repeating this abilitch with +1 die size but as a melee attack. [Base damage: Qd8+DEX]				
Shiv	Qd4+DEX	1d4+3	Major action: Make a melee attack with advantage against a single target within range. [Base damage: Qd4+DEX]				
Range: 5 feet (melee), 30 feet (ranged)							
Notes: DaggerKind has +1 die size against Crippled, Impaired, or Stuck targets.							
If there's any other notes about this specibus or power, put it here!							

MY HANDS	MrtlArtsk	Tier	0	Stat	DEX	Hit	+5 to hit
Type	Melee Double Finesse Weapon		Ammo/Charges	0/0	Bonuses to hit:	0	
Name	Dice	Dmg	Description				
Punch	Qd6+DEX	1d6+3	Major action: Make a melee attack against a single target within range. This abilitch has the Combo property. [Base damage: Qd6+DEX, basic]				
Kidney Shot	Qd6+DEX	1d6+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+DEX]				
Palm Strike	Qd4+DEX	1d4+3	Major action: Make a melee attack against a single target within range. If you hit, the target is Weakened for 1 round. [Base damage: Qd4+DEX]				
High Sweep	Qd6+DEX	1d6+3	Major action: Make a melee attack against all targets within range. [Base damage: Qd6+DEX]				
Flying Kick	Qd8+DEX	1d8+3	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against the target. If you hit, the target is pushed 10 feet or knocked Prone, of your choice. This abilitch has the Lunge property. [Base damage: Qd8+DEX]				
Range: 5 feet							
Notes: You can and should alchemize for MrtlArtsKind, either through substitutes such as hand bandages, or an item you carry on you that confers the same effects.							
MrtlArtsKind does not count as a free hand for the purposes of casting psionics.							

Pillar, Racial, and Milestones	
Racial Harbinger	Once per strife, when making a damaging attack, you also inflict Exposed, Impaired, or Weakened, of your choice, for 2 rounds. Your attack then benefits from the condition inflicted.
Fighting Style: Combat Precision, IV 1, Slayer	You have +1 to hit with attack rolls, +1 to your crit range, and +1 to your AC. 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!

Pillar and Steps [3]	
Slayer	You are a Slayer! Your calling is the rapid, unrelenting beatdown of all those who stand before you. Remember, you pick one Step every two levels!

Decors 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.
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. 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

<p>Backstory (what's their story?)</p>	
<p>The most suspicious lad... In actuality is a bit of a spoiled brat. He's a bit immature, but who wouldn't be at his age at 6 sweeps? Amongi's current hyperfixation is on the hit game "Among Us" (despite it being dead in the water in terms of trends now) and if you're wondering... Amongi isn't the birth name he had. He actually liked the game SO MUCH that he opted to change his entire name to sound sort of similar to it. Would he regret this decision maybe when he's older? Probably. But he is utmost prideful of his chosen name.</p> <p>It seemed natural for a kid like him to naturally begin to spiral out of control as his lusus, due to being a lot more passive and smaller, could not reign him in enough to teach him how to behave. He'll chase anything that seems fun and especially to prove himself as the Greatest Imposter to ever have existed in real life!</p>	
<p>Personality (what're they like?)</p>	
<p>Spoiled little gremlin, immature, he do like a lot of attention even though he is literally not charismatic at all.</p> <p>Passion can easily blind him as his handle on his emotions is very loose. He gets upset easily especially when others call his fixation on his favorite things a "mere cringe phase". Anything close to him is held closely to his heart (no matter who or what they may be) and it's only in death that anyone can pry his hands off of them. This holds especially true for his lusus; despite being energetic to the point of bouncing off walls, he is still careful of his actions around his Seabunbeast. Often times, he makes sure to put them in their holding cage or even another room entirely to feed on some yummy seaweed while he does his zoomies.</p> <p>His risk judgement is severely lacking because if it "looks cool" then he's going to dive in headfirst. Because of his youthfulness and Highblood status, he holds on to the belief that he's nearly invisible and will do <i>anything</i> to win. Doesn't matter what kind of dirty tricks he needs to use, he's going to win and that's final.</p> <p>Amongi isn't smart nor wise. All that he has to him is his sneakiness, strength, and the urge to keep moving forward and a part of him realizes this. If he doesn't have those three things, then who is he?</p>	<p>If you have art of your character, put it here!</p>
<p>Guardian (who raised them?)</p>	
<p>Seabunbeast (Reference)</p>	
<p>Quirk (how do they type?)</p>	
<p>☹ < solo, no miss. you're dead (real) (NOT CLICKBAIT).</p>	<p>Leitmotifs (a musical theme or two, if you wish?)</p>
<p>Looks (what do they look like?)</p>	<p>[Musical Vibe 1]</p>
<p>art link here because it's hard to put images in the sheet haha. (It's also due for a redraw honestly since this is a bit old).</p>	<p>MLP Fighting is Magic - Pinkie Pie Theme</p>
<p>SM Notes (is there anything you want the SM to know?)</p>	<p>[Musical Vibe 2]</p>
<p>If it's fine, I'd like for his lusus to count as his pet. Sea bunnies are really small so he can carry them with him.</p> <p>If you need to get in contact with me at any point, please reach out via DMs on Discord or Reddit!</p> <p>I'm still very new to RPGStuck with only being in one, ongoing session. I also get confused easily with mechanics especially dice rolling so please be patient with me if I ask any obvious questions to you during the session! Thank you. ;u;</p>	<p>Demon Slayer: Rengoku Theme V2 EPIC VERSION (Mugen Train Arc OST Cover)</p>
<p>Lines/Veils</p>	<p>[Musical Vibe 3]</p>
<p>Lines, I have nothing that isn't already covered by usual RPGStuck lines. Veils, I'm fine with anything as well.</p>	<p>The Night Starts Here</p>
<p>Other Misc. Details</p>	<p>[Musical Vibe 4]</p>
<p>; Amongi is the opposite of claustrophobic. He has a habit of hiding in boxes because it makes him feel safe inside. ; Other, less intense, interests of his include tractors (he wants to ride a tractor) and seashells. ; As a consequence during periods of emotional turmoil, he tends to go temporarily mute. He HATES this as he wants to be the super cool Troll that has 1000 awesome clapbacks, but he can never think of anything and that in turn pisses him off so much that he just goes quiet. ; He comes off as prickly but anybody who shares an interest (or just in general can tolerate him) is immediately regarded as a cool person to him.</p>	<p>BBG - Undertale: POOPSHITTERS OST - YouTube</p>
<p>Roleplay Example</p>	<p>[theme 5?]</p>

You're going to climb into this HYDROTHERMAL VENT at the BOTTOM OF THE OCEAN! It makes sense, doesn't it? In Among Us, you have to go through vents if you want to score the kills and win the match! Unfortunately, living underwater means there's really no use for vents within hives so you have to go to the next best thing; Mother Nature's natural vents!

After all, if they weren't vents then why would everyone call them "HYDROTHERMAL VENTS"? Like, c'mon people, it's in the name! You, Amongi, are frankly a genius and you're going to prove yourself once and for all that you're the world's greatest REAL LIFE IMPOSTER! This is who you're going to be when you're older! Absolutely nothing wrong with this idea whatsoever! The heat on your face? Yeah, it's just a little warm in there but you aren't gonna be scared off by a little warmth! A small Troll like you can easily squeeze through the opening and you're going to pop up on the other side to strike whatever unlucky target in your presence!

(You did not have the best time that fateful day).

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	[among us n00b]	See character creation!
2	[noob v.2]	1 Step, 2 stat points, 3 skill points
3	[standard amongus guildmember]	1 Decor, 1 Stage
4	[and so on]	1 Step
5	[and so forth]	Lvl 5 Specialization, 2 stat points, 3 skill points
6		1 Step
7		1 Decor
8		1 Step, 2 stat points, 3 skill points
9		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	2	<input type="checkbox"/>	2
Endurance		<input type="checkbox"/>	2
Acrobatics	1	<input type="checkbox"/>	3
Sleight of Hand	1	<input type="checkbox"/>	3
Stealth	2	<input type="checkbox"/>	3
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		<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		<input type="checkbox"/>	2
Persuasion		<input type="checkbox"/>	2
Total Skill Points	6		

What is the source of your psionics?

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	14	1		15	+2
CON	13			13	+1
DEX	15	1		16	+3
INT	10			10	+0
WIS	12			12	+1
CHA	8			8	-1
Hit Die			d8		
Caste			High		

What's your race? Violet
 Has +1 DEX, +1 to a stat of choice. Has Amphibious, you can breathe underwater and have a swim speed equal to your base speed. Racial are either Harbinger or Highblood.

And your racial ability? Harbinger
 Once per strife, when making a damaging attack, you also inflict Exposed, Impaired, or Weakened, of your choice, for 2 rounds. Your attack then benefits from the condition inflicted.

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	Dex
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, roll your HD and add it under the roll column.

HP	Roll	Total
Level	d8	10
1	4	15
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 #1

#N/A

Bonus	+0	Bonus	+0
Total	+3	Total	30

Chart	
#5	
#2	
#4	

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? **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

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

Customization	
<p>In this tab, you can input your own strife specibi, psionic powers, and Steps for the sheet to automate for you.</p>	
<p>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.</p>	
<p>If you need more, you can unhide them as you need them.</p>	

Strife Specibi / Psionic Powers	
Name [9]	Customization Test Example 1
Notes [10]	Example Notes
Type [11]	Examplekind
Name [12]	Description [13]
Test 1	Descriptions go here.
Test 2	And here too.
Test 3	And so on and so forth.

Additional Steps [14]	
Name [15]	Description [16]
Example Step	This is a description.
3	And other description.
5	And another.
7	You know how this gag goes.

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

		Tier	0	Stat	STR	Hit	+4 to hit
Type			Ammo/Charges	0/0	Bonuses to hit:	0	
Name	Dice	Dmg	Description				

Blackboard
<p>This is a 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 next Step:

; Take Relentless

[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] 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.

[9] Well, what's its name?

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

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

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

[13] 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.

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

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

[16] 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.