Level:	1	Rookie Streamer
0 XP		Next level at 30 XP

Character Name	Dream Moon [1]
Human Male	Class of Aspect
IngoMaron [IM] (Streamer handle)	Land of ___ and ___
DuplicatedGamer [DG] (Regular handle)	
player's IRL handle	"What is up chat"

Wardrobifier

Hand	Wardrobe	Hand
Crimson	Streamer Shirt	Cerulian
Accessory	Accessory	Accessory
Bicoloured Shades	Green cape	Gamer Headset

Skill	Stat	Bonus	Total
Athletics	Str	+0	+0
Endurance	Con	+0	-1
Acrobatics	Dex	+0	+5
Sleight of Hand	Dex	+0	+5
Stealth	Dex	+0	+3
Engineering	Int	+0	+3
Investigation	Int	+0	+2
Occult	Int	+0	+4
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	+2
Intimidation	Cha	+0	+2
Performance	Cha	+0	+4
Persuasion	Cha	+0	+3

Aegis	HP lost
0	0

Hit Points
17 / 17
100%

HD left	HD max
1	1

Temporary HP
0

Hit Die Roll
1d8-1

Lesser slots	2
Greater slots	0

Speed	30 ft.	Passive Perception		Proficiency	+2
Initiative	+3		11		

Ability Scores			Armor Class	12	Status Debuffs	
Strength	10 (0)			+0	Rupture	0
Constitution	8 (-1)		Fortitude	9	Sunder	0
Dexterity	16 (3)			+0	Fade	0
Intelligence	14 (2)		Reflex	17	Cripple	0
Wisdom	12 (1)			+0	Setback	0
Charisma	14 (2)		Will	9	Max HP Redux	0
				+0		
Hit Bonus	+0	Crit Range	20	Defense Bonus	+0

Crimson	Tier 0 2xPistolKind
A Model Pistol. Modified to shoot pellets
Your weapons of choice, Crimson as the Blood Moon

Cerulian	Tier 0 2xPistolKind
A Model Pistol. Modified to shoot pellets
Your weapons of choice, Cerulian as the Deep Ocean

Streamer Shirt	Tier 0 Apparel
A shirt you made, has a charming design on it

Bicoloured Shades	Green cape	Gamer Headset

Resources

Name	Name	Name	Name	Name
|	|	|	|	|
Current	Current	Current	Current	Current
Maximum	Maximum	Maximum	Maximum	Maximum

	2xPistolK	Tier	0	Stat	INT	Hit	+4 to hit
Type	Ranged Double Reload Weapon	Ammo/Charges		0/0	Bonuses to hit:		0

Name	Dice [2]	Dmg	Description
Gun	Qd4+Dex	1d4+3	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1. This abilitech has the Combo property. [Base damage: Qd4+DEX, basic]
Faceoff	Qd3+Dex	1d3+3	Major action: Make one ranged attack at each target within range. Decrease rounds by 1 per attack made. [Base damage: Qd3+DEX]
Unload	Qd4+Dex	1d4+3	Major action: Make four ranged attacks with disadvantage against a single target within range. Decrease rounds by 4. [Base damage: Qd4+DEX]
Lightning Hands			Reaction: Make a ranged attack against a single target within range. Decrease rounds by 1 [Base damage: Q]
Fresh Mag			Major action: Fully restore rounds to one pistol. May be done as a full-round action to fully restore rounds to both pistols. This is a basic abilitech.

	Eyebeam	Tier	0	Stat	STR	Hit	+2 to hit
Type	Psionic Power	Ammo/Charges		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	Major action: Make a ranged attack against a target's AC. [Base damage: Pd4+PCM]
Eyebeam (at-will, multishot)	Pd3 + PCM	2d3	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	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	Major action: Make a ranged attack against a target's AC. [Base damage: Pd8+PCM]
Eyebeam (lesser, line)	Pd4 + PCM	2d4	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]]
Convergence Beam (at-will)	Pd3 + PCM	2d3	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	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]

Range: 40 feet, Rounds: 20 (10 per pistol)

"I got my eyes on you!"
Hands: None, Range: 90 feet.

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

Pillar, Racial, and Milestones

Racial | Childhood: Had to be Sharp
You cannot be surprised in a strife, and you have advantage to roll for initiative.

Fighting Style: Dual Wielding, lvl 1, Slayer	You have +1 to hit with all attack rolls, and when you use your minor action to make a damaging attack that does not add a stat mod to damage, you may add your Strength, Dexterity, or PCM.
	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

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.
Vision: Curtain	You're used to sizing up where something might be hidden, by someone or by itself. Lost socks, wallets, papers, themselves, others, buttons, secret corridors, if it might escape notice it might not escape yours. When searching for such things, 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!

Syladex Notes: It requires you to say the Name of the captalouge card in order to summon it, It does not have an off filter, so it can activate whenever, even by accident, Similar sounding items could get mixed up and spitted out instead by accident

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 (Microphone Modus)

What kind of captchalogue deck do you have?	Default			
You can captchalogue items of your size or smaller, and they deal 1d4 damage when ejected.				
What's your fetch modus? What skill does it take to use it?				
Microphone	Performance			
Great! You use this skill when making attacks with your sylladex.				

Backstory (what's their story?)	
Ness lived a pretty lonely life ,that was, until he discovered streaming, It blew his mind, that people from around the world could tune in and watch him! He signed up to stream at the legal age of 13 and never looked back since, His go to game is Suburb. So when he discovers a mod that piques his interest, he cant wait to stream it to his audience. But a Quick test beforehand cant hurt anybody. Right?	
Personality (what are they like?)	
Ness is a big game nerd, and is very talkative, as if he feels like he always has to say something. even when it only just anoys people. he dosent have the social skills to figure out that they wan him to stop unless they tell him too. A bit of a narcisist, but he really dosent mean to come off as rude Knows the Mechanics of Base Suburb, due to spending hours of his time playing it a lot	
Guardian (who raised them?)	
His parents "Raised him" although the were barley around.always at work. they treated him like he didnt even exist, but he dosent care. that just gives him time to do his streams in peace!	
Hobbies (what do they like to do?)	
He likes to play games and stream them to his audience, and aside from that he really dosent have much of a life aside from that. not that he really minds though Hes also a bit of a fan of shooters, Owns two modified model Pistols, One red and another blue, Nicknamed "Crimson" and "Cerulian" respectively	
Quirk (how do they type?)	
you type in a very rapid manner, trying to fit in as many words as you can into a message, although the messages arent that deep, there just rather bloated. Your pretty casual, and you like to put in exclemation marks for emphasis!	
Roleplay Scribble (what do they RP like?)	
IM: "Oh boy i cant wait to play this game!", you got some time to kill so what do you wanna do?	**Leitmotifs (a musical theme or two, if you wish?)**
Looks (what do they look like?)	[theme 1?]
Plain normal brown hair Physicaly average His clothing choice is pretty expressive, with a big preferance on green The only exeption are his "iconic" gamer shades, witch are red and blue Has a Cape that doubles as a hoodie, its very comfortable to wear	
SM Notes (is there anything you want the SM to know?)	[theme 2?]
Veil (Eye horror)	
Knives	[theme 3?]
Overly chatty, Easy to get information out of them Attention freak, Will try and get people to talk to him to make him feel less lonely He feels like he always has to say something, even when it only just anoys people. Detests work, is afraid of growing old and having to slave away at a boring job	
Spoons	[theme 4?]

His Chumhandle also doubles as his Streamer name He has Eye lasers? Its just sorta a thing he has. He dosent know where there from, but he just assumes everyone has them and just dont use them, due to a social stigma his normal streaming schedule is every saturday and his go to game is Suburb He has multiple save of Suburb, all with their own stories Averages around 50 or so views (Its a lot to him)	
Influences	[theme 5?]
Hes a big fan of Jerma, He is what got him into streaming after all!	

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	Rookie Streamer	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? [4]	Max [5]
Athletics		☐	2
Endurance		☐	2
Acrobatics	2	☐	3
Sleight of Hand	2	☐	3
Stealth		☐	3
Engineering	1	☐	2
Investigation		☐	2
Occult	2	☐	2
Animal Handling		☐	2
Insight		☐	2
Medicine		☐	2
Perception		☐	2
Sanity		☐	2
Survival		☐	2
Deception		☐	2
Intimidation		☐	2
Performance	2	☐	2
Persuasion	1	☐	2
Total Skill Points	10		

What is the source of your psionics?	Intelligence

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

What's your race?	Human

Has +1 to a stat of choice, another +1 to a stat of choice. Racial is Childhood.

And your racial ability?	Childhood: Had to be Sharp

You cannot be surprised in a strife, and you have advantage to roll for initiative.

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

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	d8	10
1	8 [3]	17
2		——
3		——
4		——
5		——
6		——
7		——
8		——
9		——
10		——
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	2
Greater	0	0

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

Potent minds make potent psions; your psionic skill is Occult.

Bonus	+0	Bonus	+0
Total	+3	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.

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

Name	Tier	Specibus	Effect	Flavor Text
Crimson	0	2xPistolKind	A Model Pistol. Modified to shoot pellets	Your weapons of choice, Crimson as the Blood Moon
Cerulian	0	2xPistolKind	A Model Pistol. Modified to shoot pellets	Your weapons of choice, Cerulian as the Deep Ocean

Name	Tier	Effect	Flavor Text
Green cape	0		Comfy cape
Bicoloured Shades	0		Dosent actually affect your vision
Gamer Headset	0		Game in comfort (Cost like 3 weeks of streamer earnings you better be heppy with it)
Streamer Shirt	0		A shirt you made, has a charming design on it

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

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

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.

	Customiz	Tier	0	Stat	STR	Hit	+2 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.