

Level:	10	New Recipe
	2,190 XP	Next level at 3640 XP

Eliza Abbot	[1]
Female Human [2]	
particulateSong[PS] [3]	
shiftingwalls	"Hurry along. Last time I'll ask." [4]

Wardrobifier		
Hand	Wardrobe	Hand
White Camellia	Red Carnigan	Empty Hand
Accessory	Accessory	Accessory
Beloved Ring		

Skill	Stat	Bonus	Total
Athletics	Str	+0	-1
Endurance	Con	+0	+1
Acrobatics	Dex	+0	+4
Sleight of Hand	Dex	+0	+3
Stealth	Dex	+0	+4
Engineering	Int	+0	+3
Investigation	Int	+0	+3
Occult	Int	+0	+3
Animal Handling	Wis	+0	+5
Insight	Wis	+0	+7
Medicine	Wis	+0	+5
Perception	Wis	+0	+7
Sanity	Wis	+0	+13
Survival	Wis	+0	+5
Deception	Cha	+0	+1
Intimidation	Cha	+0	+5
Performance	Cha	+0	+1
Persuasion	Cha	+0	+2

Aegis	HP lost	Hit Points	HD left	HD max	
0		62 / 62	1	10	
Temporary HP		100%	Hit Die Roll		
0			1d6+1		
Lesser slots	8	Greater slots	4		
Speed	30 ft.	Passive Perception	Proficiency	+4	
Initiative	+2			17	
Ability Scores		Armor Class	13	Status Debuffs	
Strength	8 (-1)		+0	Rupture	0
Constitution	12 (1)	Fortitude	10	Sunder	0
Dexterity	14 (2)		+0	Fade	0
Intelligence	14 (2)	Reflex	14	Cripple	0
Wisdom	20 (5)		+0	Setback	0
Charisma	12 (1)	Will	16	Max HP Redux	0
			+0		
Hit Bonus	+0	Crit Range	20	Defense Bonus	+0

White Camellia Tier 0 Psionic
Serves as a focus. Wilts more with every cast.
Safe within my locks. Only I am granted the pleasure of its death. [5]
Empty Hand Tier 0 None
Serves as an open palm.
What? It's not like I am going to throttle you. That's not even my style. [6]
Red Carnigan Tier 0 Apparel
Serves as warmth.
I've always loved the color. I've always loved the aesthetic. Why not look my best? [7]
Beloved Ring
Beauty [8]

Resources					
Erudition	Lesser Slots	Greater Slots	Lateral Thinking	Dreams	
4 4	7 8	4 4	5 5	15 15	
Current	4	Current	7	Current	4
Maximum	4	Maximum	8	Maximum	5
				Current	5
				Maximum	5
				Current	15
				Maximum	15

Delighted Boreas [9]	Cryokinetic	Tier	0	Stat	Wis	Hit	+9 to hit
Type	Psionic Power	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice [11]	Dmg	Description				
Chilled Mind (affinity)			I have a psionic ability to create and reshape ice. I can turn water into ice with a touch, and can freely and quickly turn water under my feet to ice. I can also shape ice as if I were physically shaping malleable clay; this typically is a channeled action and does not need a check, though the SM may require a check and/or a lesser slot, at their discretion. As a rule of thumb, creating something intricately detailed or in need of finesse might require a check with consequences like breakage on failure. Something that needs power, like fortifying ice to endure in hot weather, creating and reshaping massive amounts of ice in a short time without an easy water supply, trying to freeze an entire lake at once, or freezing liquids with lower freezing points than water might require a lesser slot. Skilled with ice. Skilled with cold. Freeze you in a touch. Your flesh, my mold.				
Cold Snap (at-will, crippling)	Pd6+PCM	4d6+5	Major action: I make a melee attack (range: 5 feet) against a target's Fortitude resistance. If I break resistance, the target is Crippled (10) for 1 round. [Base damage: Pd4+PCM] The fight you've started is not a fight you'll win. Why should I leave flight as an option?				
Cold Snap (at-will, cleave)	Pd6+PCM	4d6+5	Major action: I make a melee attack (range: 5 feet) against Fortitude resistance, targeting up to three creatures within range. [Base damage: Pd4+PCM] No matter how many of you there are it won't make a difference.				
Cold Snap (at-will, melee)	Pd10+PCM	4d10+5	Major action: I make a melee attack (range: 5 feet) against a target's Fortitude resistance. [Base damage: Pd8+PCM] Raw Meant to burn and ache their now withered flesh.				
Cold Snap (lesser, cleave)	Pd8+PCM	4d8+5	Major action: I make a melee attack (range: 10 feet) against Fortitude resistance, targeting all creatures within range. For each target, if I break resistance, they are Crippled (10) for 1 round. [Base damage: Pd6+PCM] By the end it'll no longer hurt. Illure only felt within the preserved mind.				
Cold Snap (lesser, break)	Pd6+PCM	4d6+5	Major action: I make a ranged attack against a target's Fortitude resistance. If I break resistance, the target is Exposed until the end of my next turn. [Base damage: Pd4+PCM] I make my job even easier. Death now a certain fact.				
Freeze-Dry (at-will)			Reaction: As a reaction to a target within range gaining Cripple or Daze, the target takes the listed damage. [Base damage: P] Layer upon layer of clear cold added until they're statuesque losers.				

Extirpate Enmity [10]	Dominant	Tier	0	Stat	Wis	Hit	+9 to hit
Type	Psionic Power	Ammo/Charges	0/0	Bonuses to hit:	0		
Name	Dice	Dmg	Description				
Demand, ability (affinity)			I have a psionic ability to telepathically commune with others, speaking with other creatures within range as if I were speaking to them in person. My ability to compel or coerce others is subtly enhanced, potent enough to count as a Stakes die. I can leverage my ability to compel more overtly and in extraordinary ways, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion. Puppets? Not quite, that'd imply complete control. They're simply malleable.				
Demand, rules (affinity)			As a rule of thumb, trying to influence an entire crowd at a rally might need as many minutes of channeling as it takes to make the speech, trying to evoke a nuanced feeling instead of blind emotion might require a check with consequences like overdoing or underdoing it on failure, and evoking abnormally intense feelings or something similarly intense might need a lesser slot. To get into the weeds of a mind is difficult but not impossible. It just takes a skilled psion such as myself.				
Demand, hypnotism (affinity)			I can spend a lesser slot and force a creature to make a Sanity check against my DC or be hypnotized, specifying a simple suggestion and a trigger; the creature will act on the suggestion when the trigger is met, though the creature may resist extreme commands and cannot knowingly harm themselves. At the SM's discretion, I might also spend a lesser slot to automatically pass some check where this affinity came into play, or otherwise supercharge my affinity to attempt something extraordinary not covered in this writing. I take away their choice and make any will of their own meaningless. I demand their aid and I am certain they will give it.				
Demand, greater hypnotism (affinity)			I can also spend a greater slot to greatly magnify the hypnotism in some way, such as specifying several complex suggestions each with a corresponding trigger, embedding the hypnotism deeply enough to avoid detection by all but the most scrutinizing psions, specifying a code phrase and a true suggestion/trigger such that the hypnotized target passes on the true suggestion/trigger to whomver they speak the code phrase, or something similarly complex or convoluted. Rarely needed. The best plans don't include useless complexity.				
Deprivation (at-will)			Major action: I make an attack against a target's Will resistance. If I break resistance, the target is Blinded, Crippled (half), and Deafened for 1 round. A simple trade: they give me their animosity, and in return, I take those pesky senses away.				
Deprivation (lesser)			Major action: I make an attack against a target's Will resistance. If I break resistance, the target is Blinded, Deafened, and Stuck, and attack rolls against it have advantage until the end of my next turn. They can't move. They can't see. They can't hear. It's miracle they can even twitch their fingers.				
Manifest Friction (at-will)			Major action: I make an attack against a target's Will resistance. If I break resistance, the target is Impaired and Stuck for 1 round. The target can remove Stuck by passing a Sanity check as a minor action against my DC. For those who are a pain but haven't yet earned death.				

freeze-Dry (lesser)			Free action: After landing an attack, I also Weaken the target for 1 round. Really, I don't see why they even try. Minor action: Freeze. For every target within range, they take P damage. For each Cripple (5) on the target, they take an additional P damage, taking 4P damage if Stuck. After dealing this damage, the durations of each condition is extended by 1 und. Drowsy? Go ahead, lie down for me.	Manifest Friction (lesser, 1 minute)	Channeled action: I imbue the environment with a subconscious repellent. I select some object of Large size or smaller. All creatures except ones of my choice designated at creation are terrified of the object and compelled to retreat if they enter within 60 feet of it, and will be generally fearful towards it. Particularly brave or psionically resilient creatures, at the SM's discretion, may attempt a Sanity check against my DC to resist the effect. The repellent lasts for 24 hours. When words falter against the stupid or the bold, a psionic message will do the rest of my work.
Hel's Shadow (at-will)			Major action: I emanate a freezing aura. Create a 15 ft. radius sphere, centered on and moving with myself, that lasts for 1 minute. All creatures of my choice count this sphere as difficult terrain. My bubble of influence. Though, this one I'd call a warning.	Force Majeure (lesser)	Major action: I make an attack against a target's Will resistance. If I break resistance, I specify an activity and disrupt a target's cognition. If their ability to do that activity is uncertain (they would roll for it), they can no longer do it normally and unaided. If they can do it (and would not roll for it), it instead becomes uncertain (and would require rolling). If they cannot do it normally and unaided, they become physically incapable of even trying, freezing up if they do. This effect lasts for 24 hours. I cannot specify any activities that the target knows not doing so would be suicidal, and is suspended in stifes or other life and death situations. The gears may be broken in extreme cases or noticed by particularly perceptive or psionically powerful creatures, at the SM's discretion. As much as I wish I could, I cannot instruct whatever imbecile that fights me to stop breathing.
Hel's Shadow (at-will)			Major action: I push my affinity to sap heat more generally. For the next hour, I can remove the heat from an object or environment. This typically takes a major action and does not need a check, though the SM may require a channeling time, a check, and/or a lesser slot, at their discretion. As a rule of thumb, cooling an entire house might need 5 minutes' worth of channeling, using this force in some unconventional or delicate way might need a check with consequences like overload on failure, and snuffing out a fire or some active heat source might need a lesser slot. But don't get me wrong, I'll always find it comfortable.	Force Majeure (greater)	Major action: I specify an activity and target a creature to disrupt their cognition. If the creature's ability to perform this activity is less than second nature (they would not roll for it), they become incapable of trying to do it at all, freezing up if they try. Otherwise, they become unable to do it normally and without aid. This effect lasts for 24 hours. I cannot specify any activities that the target knows not doing so would be suicidal, and is suspended in stifes or other life and death situations. The gears may be broken in extreme cases or noticed by particularly perceptive or psionically powerful creatures, at the SM's discretion. Doesn't matter who they are. Doesn't matter how strong their mind is. This will happen and they'll be forced to suffer the consequence.
Hel's Shadow (lesser)			Minor action: I emanate a freezing aura. Create a 15 ft. radius sphere, centered on and moving with myself, that lasts for 1 minute. All creatures of my choice count this sphere as difficult terrain, and all creatures of my choice that enter this sphere or begin their turn inside it take PCM true damage. Snow falls. Ice air lps. A winter utopia, for my audience of one.	Earworm (lesser)	Reaction: As a reaction to having an attack against Will resistance fail, I can create an unstable thoughtform to attack their psyche, forcing -4 to Will for that attack. Medicine wrapped in peanut butter, meant to cure whatever disease of the mind made them stand against me.
Hel's Shadow (greater)			Free action: I emanate a freezing aura. Create a 30 ft. radius sphere, centered on and moving with myself, that lasts for 1 minute. All creatures of my choice count this sphere as difficult terrain, and all creatures of my choice that enter this sphere or begin their turn inside it take PCM true damage. What? Did you think Hel was an exaggeration? Blood can turn to slush within their veins for all I care.	earworm (greater)	Major action: I specify a command and a trigger, then create a malignant thoughtform to burrow into a target's mind, dormant for 24 hours or until activated by the trigger. When active, thoughtform is capable of selectively blotting out, falsifying, and distorting that target's sensory inputs. It can only work when the target is at ease, not in a strife or some stressful situation, and the thoughtform can only work towards the command subtly, unable to take overt, obvious actions. The thoughtform disintegrates after being active for 1 hour. Perceptive or psionically sensitive creatures, at the SM's discretion, might notice something is off; any corresponding checks would be made against my DC. Their truth taken so easily. Without a lust for life they hardly notice what's missing from it.
zapacho (lesser)	Pd3+PCM	4d3+5	Major action: I make a melee attack against a target's Fortitude resistance. If I break resistance, the target is Crippled (half) for 1 round and Faded (2). [Base damage: Pd2+PCM] Any dish needs preparation. Any meal needs work. Even if I do not consume their flesh, their grist will do just fine.	faux Life (at-will)	Channeled action: I weave together a false memory in my mind that can be implanted elsewhere, channeling as long as the memory needs to play out. I start up the tape to see what I may record.
zapacho (greater)	Pd4+PCM	4d4+5	Major action: There is no escape. I inflict Stasis a target for 3 rounds. While in Stasis in this way, the target ignores all non-true damage (but not effects), all effect durations on the target are paused, and the target takes true damage at the start of each of their turns. [Base damage: Pd3+PCM] And at that point? I can sit back and watch them die. A show I no longer have to worry about.	aux Life (greater)	Major action: I implant a false memory into a creature within range. The false memory can overwrite preexisting memories, but only if they were woven to be identical except for small details, at the SM's discretion. Otherwise, the false memory sits with all their other memories as if they always had it. Eidetic or psionically sensitive creatures, at the SM's discretion, might notice something is off; any corresponding checks would be made against my DC. And just like that, they remember my kind face. And just like that, she remembers her husband's infidelity. And just like that, me singular instant, I've changed their life.
zapacho (greater)	Pd8+PCM	4d8+5	Full-round action: I turn to ice. I remove all status conditions on yourself, then put myself in Stasis for 3 rounds. While in Stasis in this way, all creatures of my choice within 30 feet take the listed damage at the start of each of my turns, while I heal for half the listed damage at the start of each turn instead. Alternately, I may use this as a major action to target an ally within range. [Base damage: Pd6+PCM] It's... Comfortable. There's no need to move. There's no need to worry. There's only reassuring pressure and meat unconcerned with prior pains. I must admit, I adore it.	verwrite (greater)	Major action: I supercharge your mind to mentally take control of another being for 1 minute. I make an attack against a target's Will resistance. If I break resistance, I assume direct control of them for the duration of this supercharged mental state. The target cannot be compelled to take suicidal or impossible actions. If I fail to break resistance, the target has double disadvantage for 2 rounds. I must channel in subsequent rounds to maintain this supercharged mental state. The effect also ends if the target goes out of range. Major action: If I fail to take control over a creature the first time, or it ends prematurely, I can repeat the attack at the cost of a lesser slot to reassert control for the remaining duration of my mental state. If I fail to break resistance, the target has disadvantage for 2 rounds, but the mental state is lost. Finally on my string. The meat gathers its companions and walks towards the stew. The broth is ready; it just has to push them in.
On The Rocks (lesser)	Pd8+PCM	4d8+5	Major action: I make a ranged attack against a target's Fortitude resistance. If I break resistance, the target is Doomed (P). Doom from this version of On The Rocks stacks twice. [Base damage: Pd6+PCM] Cold, colder, yet colder. Then left to thaw, you melt into nothing. Free action: After landing an attack, I also inflict Fade (2). Not for any particular reason, mostly... The fun? The fun. It always feels good to win.	"Pick up that can. Now put it in the trash." Hands: Two, Range: 100 feet. Notes: Certain Dominating Mind Control subpowers use a DC equal to my total psionic skill bonus plus 15, or my psionic attack bonus plus 15, whichever is higher. This DC should also be used if DMC ever creates an uncertain situation not provided for in the subpower and a DC needs to be provided. Mind control is a dangerous power to have. If using on other players, I must have consent from your out of character first, or the power automatically fails.	
On The Rocks (greater)	Pd8+PCM	4d8+5	Major action: I make a ranged attack against Fortitude resistance, targeting all creatures within range. All targets are then Faded (4) and Doomed (2P), whether or not it hit. Doom from this version of On The Rocks stacks with other Dooms. [Base damage: Pd6+PCM] My one wish? For you to have it worse.	Abilities in gray are not unlocked. My DC is 21.	
Eternal Winter (greater)			Free action: I emanate a lethal aura. Create a 30 ft. radius sphere, centered on and moving with myself, that lasts for 1 minute. All creatures of my choice cannot heal and have Lethal (4*Lv) while in this sphere, and if they die, they turn frozen solid. I finally make good on my promise. They'll be frozen for all to see. Monuments to their own defeat.		

Heartless Hearth (greater)	Pd8+PCM	4d8+5	Major action: I select a target. If the target is Faded and/or Sundered, their magnitudes are raised by 2 and the target takes the listed damage. Additionally, if the target is Doomed or Ruptured, its magnitude is raised by P, then the target takes the listed damage. [Base damage: Pd6+PCM] This subpower may apply the Doom/Rupture before resolving any other parts of this subpower. Overkill? Sure. Stylish? You know it.
"Can't handle a little cold?"			
Hands: Versatile, Range: 30 feet"			
My DC is 21. Always in Versatile.			

Effortless Apotheosis [12]		Assist	Tier	0	Stat	Wis	Hit	+9 to hit
Type	Psionic Power		Ammo/Charges		0/0		Bonuses to hit: 0	
Name	Dice	Dmg	Description					
Grow: Egotist (affinity)			My ability to guide others and myself is subtly enhanced; this ability has no physical signs. My ability to Help has its range increased by 30 feet and is potent enough to count as a Stakes die. I can spend a lesser slot to push this ability. Helping as a free action; when Helping in this way, I can target myself. And of course, I'll only target myself. Water. Sunlight. Nutrients. All for me.					
Pluck: Precise (at-will)			Free action: When I Aim, I add +1 die size. Major action: I Aim, but the Aim die has +1 die size and lasts 1 minute. Iiss. I only pull weeds, never a mistaken flower.					
Pluck: Precise (lesser)			Free action: When I Aim, the Aim die has +1 die size and lasts 1 minute. Free action: When I Help, it grants a second advantage. Major action: I Aim, but the Aim die has +1 die size, lasts 1 minute, and can benefit up to four targets within range. A bullseye hit through the narrow pupil.					
Uproot: Delay (at-will)			Free action: When I Avert, add +1 die size. Major action: I Avert, but the Block die has +1 die size and lasts 1 minute. In annoyance, to have to dodge a feeble swipe.					
Uproot: Delay (lesser)			Free action: When I Avert, the Block die has +1 die size and lasts 1 minute. Free action: When I Defend, it lasts an additional round. Major action: I Avert, but the Block die has +1 die size, lasts 1 minute, and can benefit up to four targets within range. Don't expect to see this used. Offense is the best defense. As long as I live and they die, mission success.					
Nourish: Synthesis (at-will)			Free action: When I grant Block dice as a reaction, the recipient of the Block dice gains PCM temporary hit points. Major action: I grant up to four targets within range PCM+P temporary hit points. A pinch that is hardly felt. A blade that does not scratch a scar. The weak don't leave an impression.					
Nourish: Synthesis (greater)			Reaction: As a reaction to a creature within range taking damage, I reduce the damage taken by thrice my Level. If multiple creatures are taking damage, I can distribute this damage reduction among all targets as I see fit. Major action: I cause up to four targets within range to heal for P hit points at the start of each of their turns for 1 minute (10 rounds). Alternately, I may limit it to one target to double the healing per turn. Call it selfish, but this will only be used on someone who matters. A deep breath. A moment to think. And then I'll be right as rain.					
Wilt: Rot (lesser)			Reaction: As a reaction to a creature making an attack roll or skill check, I force it to be made at disadvantage. Major action: I mark a target within range. Whenever the target uses a reaction or minor action, the target takes P true damage. Insolence of the highest caliber. It burns as they breathe. It hurts when they move. Their bones rot and mold. It is a terrible, long, and deserved ending.					
Wilt: Rot (greater)			Major action: I mark a target within range. Whenever the target attacks, uses an ability, or is damaged by something besides this, the target takes P true damage. This effect lasts for 1 minute. Pain. No other way to say it. No other way to think of it. Raise their first and they'll find the fingers ache. Charge towards me and they'll be limping halfway through. Punishment. From my divine hand.					
Fertilize: Poison (at-will)			Free action: When I impose some negative effect on a target, the next time the target takes damage they take an additional PCM damage. This effect does not stack. Heaped up retribution. Any injury is made worse by knowing it'll hurt more later.					

Detritus Deletion [13]		Antipison	Tier	0	Stat	Wis	Hit	+9 to hit
Type	Psionic Power		Ammo/Charges		0/0		Bonuses to hit: 0	
Name	Dice	Dmg	Description					
Truffle Hunt (affinity)			I gain a sixth sense attuned to psionic emanations. My ability to Discern and Scrutinize extends to nearby psionics within 100 feet, whether it be psionic beings, items, phenomena, etc. I can use my 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. I can spend a lesser slot to heighten my psi sense, allowing me 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, I 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 my psi sense to attempt something extraordinary with my affinity not covered in this writing. This affinity is used as a free action if an action cost is not given elsewhere. In the closet? Under the bed? I can feel it. I can smell it. It's close. It's scared. And it's in danger.					
Ego Sear (at-will, ranged)	Pd6+PCM	4d6+5	Major action: I make a ranged attack against a target's Will resistance. [Base damage: Pd4+PCM] Simplicity. A mind put to the skillet.					
Ego Sear (at-will, crush)	Pd6+PCM	4d6+5	Minor action: I make a melee attack (range: as grapple) against a creature I am grappling, targeting Will resistance. Any hands used to grapple this target can be used to cast this, but only for this specific minor action. [Base damage: Pd4+PCM] Within my grasp they fall. Can they think? Can they save themselves? No, they certainly cannot.					
Ego Sear (at-will, dazing)	Pd3+PCM	4d3+5	Major action: I make a ranged attack against a target's Will resistance. If I break resistance, the target is Dazed for 1 round. [Base damage: Pd2+PCM] You don't know where you are, do you? It's fine. Don't worry. I'll handle it from here.					
Ego Sear (lesser)	Pd12+PCM	4d12+5	Major action: I make a ranged attack against a target's Will resistance. [Base damage: Pd10+PCM] The smell of frying potassium and sodium make a lovely salt.					
Ego Sear (greater)	2Pd10+PCM	8d10+5	Major action: I make a ranged attack against Will resistance, targeting all creatures within a 30 ft radius sphere centered somewhere within range. For each target, if I fail to break resistance, you deal half damage but no additional effects. [Base damage: 2Pd8+PCM] A feast for me. A buffet for their senses. How much stimuli until they fall apart? Slow roast until meat is jelly against bone.					
ABA Rub (at-will)	Pd8+PCM	4d8+5	Major action: I make a melee attack (range: 10 feet) against a target's Will resistance. [Base damage: Pd6+PCM] Their joints lock. Their muscles stiffen. It's so much harder to move when your body has betrayed you.					
ABA Rub (at-will)			Minor action: After landing a melee attack, I also Daze the target for 1 round. Their place lost within the book of life. Reaction: As a reaction to a creature I am grappling attempting to teleport out of your grapple or inflict forced movement to the same effect (regardless of if it would or not), I make a psionic skill check against their Will resistance. If I break resistance, their teleport or forced movement is nullified. If it involves a roll from them, it takes disadvantage instead. Freedom an impossibility. As long as I make sure of it.					
ABA Rub (lesser)	Pd8+PCM	4d8+5	Major action: I make a ranged attack against a target's Will resistance. If I break resistance, the target is Impaired until the end of my next round. [Base damage: Pd6+PCM] Impaired... That's a fun way to say it. I prefer ground down. Their mind litrated and very sense of being permeated.					
Neuron Stew (at-will)	Pd3+PCM	4d3+5	Major action: I make a melee attack (range: 10 feet) against a target's Will resistance. If I break resistance, the target is Dazed for 1 round. This attack has the Combo property. [Base damage: Pd3+PCM] Again and again. A beatdown until a lesson is learnt.					

Fertilize: Poison (lesser)	Free action: When a target gains Exposed, Impaired, or Ruptured, it lasts an additional round. If Fade or Sunder, its magnitude is increased by 2. If Doom, its magnitude is increased by P. If multiple conditions are gained at once, I can amplify all such conditions. Major action: I predict pain for a target within range. I inflict a damage over time effect that deals P damage to them at the start of each of their turns for 1 minute (10 rounds). Whenever the target takes damage from something other than this DoT, the DoT immediately deals damage again then reduces its duration by 1 round. A slow burn. Poison drips through the body and ravages the mind. Bit by bit they fall apart. While I do my best to hurry them along.	Neuron Stew (lesser)	Minor action: After landing an attack, I also Weaken the target for 2 rounds. Weaken? Perhaps the right word, but there's not point in further degrading trash.
Defoliate: Other (greater)	Major action: I Aim, Avert, and Assail, but each of them can benefit up to four targets within range, lasts for 1 minute. For this duration, whenever the recipient rolls bonus dice, they raise all of them to match highest die size in the pool, before rolling. Whenever they Assail, they add P to the magnitude. Good. Better. Best. Guess which I am? It should be obvious by now.	Metaphysical Mince (at-will)	Reaction: I make a psionic skill check to remove one condition on a willing target, provided the condition is of psionic origin, against the DC of the creature that inflicted it. If no such DC exists, the SM sets one at their discretion, if at all. Used on myself and no one else.
Bloom: Eternal (greater)	Major action: I grant up to four targets within range +10 ft. to their base speed, Aegis (P), and +2 crit range for 1 minute. Better. Faster. Stronger. Invincible... Harder sounds horrid to say about a person.	Metaphysical Mince (channeled)	Major action: I push my affinity to nullify the works of psions. For the next hour, I can dismantle psionic phenomena within range. This typically takes 1 minute and does not need a check, though the SM may raise the channeling time needed, require a check, and/or spend a lesser slot, at their discretion. As a rule of thumb, something complex might need 10 minutes and have the dismantling be easily detected, something reactive might need a check with consequences for failure, and something fortified against antipsions might need a lesser slot. It will be done. It will be finished. Their work torn to shreds and fed to my own psyche. A meal made out of their ruined effort.
<p>"Try again. You'll get the same result."</p> <p>Hands: One, Range: 100 feet.</p> <p>Notes: Assist subpowers may target myself, but a given subpower that modifies another action can only modify that action once. For example, if I Aim, I can modify it with the lesser slot version or at-will version of Guide: Direct, but not both.</p> <p>However, they can intersect; if I use Bolster: Heroism, you can use Guide: Direct and Allay: Protect in conjunction.</p>		Metaphysical Mince (lesser)	Reaction: I make an attack roll against an incoming psionic ability. If my attack roll is greater than the incoming roll (if the ability did not need an attack roll, the caster must make one now), the ability is considered to have missed. If I can grant Block dice for allies within a certain distance as a reaction, I can use this reaction against attacks on allies within this distance as well. Alternately, I make a psionic skill check to immediately end some ongoing psionic ability of a target within range, rolling against the target's DC. The target must be the source of the ongoing ability. And that's it. They stop. All of that effort and work put into an attack that failed. How pathetic.
To be unlocked with Thaumaturge		Sadistic Kitchen (lesser)	Major action: I create a 15 ft. radius sphere, centered on and moving with myself, that lasts for 1 minute. All psi attacks of my choice that pass through this sphere have disadvantage. My domain. Welcome! You won't enjoy your stay.
		Sadistic Kitchen (greater)	Major action: I create a 30 ft. radius sphere, centered on and moving with myself, that lasts for 1 minute. All psi attacks of my choice that pass through this sphere have disadvantage, and all creatures of my choice are Impaired while in the sphere. The end to their story. The doors swing open on my kitchen. Their flesh tenderized. Their mind sautéed. I've always enjoyed cooking my own food.
		"You're weak. You're worse. Just stop."	
		Hands: Versatile, Range: 30 feet.	
		To be unlocked with Path to Power	

Pillar, Racial, and Milestones	Pillar and Steps	Decors and Demeanor
<p>Racial Presence of Mind: Lateral Thinking Given a problem, you see solutions where others don't. P times per short rest, once per check, you add +3 and a Stakes die to a non-strife skill check.</p>	<p>Strategist</p> <p>I am a Strategist. My bread and butter is planning and ingenuity, because they never deserve a fair fight.</p> <p>Keystone Path: when taken, I cannot enter any other Keystone Paths.</p> <p>Path of the Thaumaturge uses a resource called Dreams. I have a maximum of 3 Dreams per Step taken in this Path, and my Dreams fully restore on a long rest. I may choose between the Eldritch Blast or Eldritch Smiter basic abilities to learn on a strife specibus of my choice (both are useless). Both are a major action to make an attack with my psionic casting stat. Eldritch Blast is a ranged attack with a range of 60 feet and Qd6+PCM damage, while Eldritch Smiter is a melee attack with a range of 5 feet and Qd8+PCM damage. Either way, if the weapon is wielded in two hands, the chosen ability gains +1 die size.</p>	<p>Erudition</p> <p>P times per long rest, my next non-strife skill check (or all checks during an opposed gambit round) have 2d8 Stakes as long as I approach the gambit with Calculation, Knowledge, Reason, or Exploitation.</p>
<p>Rapidity, lvl 1, Strategist</p> <p>Once per round, when I Aim, Avert, Assail, or make a skill check in a strife as part of an action or ability, I have +1d3 to my crit range for 1 round. Additionally, once per round, I can Discern as a free action. If I already know at least one hidden feature about my target, I have advantage on this check. All to shatter them with a single blow.</p>	<p>Awakening Dreamer, Slayer/Strategist</p> <p>I pick a psionic power. This power does not count as a known power for the purposes of learning more subpowers, nor can I learn new subpowers in it in that way. Instead, I learn a subpower in this for every Step in this Path that I know, including this Step, then learn a subpower when I take any further Steps in this Path thereafter. If I learn all five Steps in this Path, I learn all subpowers. I can expend a Dream to count as expending a lesser slot when casting, but only with the chosen power. If I learn this power by other means later, I may ect the power. Simply put, I win.</p>	<p>Direction: Dismantle</p> <p>I find I excel when taking something apart. If I can act to destroy something, I add one Stakes die. This could be a physical object that has earned my displeasure or perhaps a relationship that I am gossiping to shreds. Either way, I'm the best at it.</p>
<p>Countermeasure, 2 Steps, Strategist</p> <p>Once per strife, as a reaction to an attack made from or against a target within 30 feet of me, I make a skill check, of my choice. If the skill check beats the attack, the attack does half damage and deals no additional effects, as long as I can explain exactly how they failed. Which, of course, I can.</p>	<p>Magic is Real, Thaumaturge, Slayer/Strategist</p> <p>I can expend a Dream as a free action to gain a fly speed of 30 feet for 1 minute. Alternately, I may expend a Dream as a minor action to become intangible for 1 round.</p>	<p>Direction: Force</p> <p>I find I excel by letting loose. If I can act to push myself to my physical limits, I add one Stakes die. Full throttle. Rarely earned effort from me, it deserves a proportionate response.</p>
<p>Favored Tactic, 4 Steps, Strategist</p> <p>I pick an ability from Pillars and Paths or racial features that is limited in use per strife or short rest. This limit is raised by one. Can you blame me for breaking the rules?</p>	<p>Take Flight, Thaumaturge, Slayer/Strategist</p> <p>I always have another trick. I always have another plan. Indefatigably indomitable I will remain.</p>	<p>Direction: Precision</p> <p>I find I excel when acting in precise, controlled manners. If I can apply physical precision, I add one Stakes die. Precise or unabashed, I win no matter the path.</p>
<p>Expeditious, 6 Steps, Strategist</p> <p>My base speed is increased by 10 feet. Really now, did you think you could escape?</p>	<p>Ogloparry, Thaumaturge, Slayer/Strategist</p> <p>As a reaction, I may impose one d4 Block die against an attack against AC. If I can already impose Block dice via reaction, I add +1 die size to them instead. I can expend a Dream as part of this reaction to duplicate one of the Block dice and also impose disadvantage. You don't deserve to scratch me.</p>	<p>Direction: Command</p> <p>I find I excel when working from a position of authority or power, perceived or authentic. If I can leverage this uneven power dynamic, I add one Stakes die. Of course, I am always the better.</p>

Specializations		Hopes and Dreams, Thaumaturge, Slayer/Strategist	As part of using a non-damaging major and/or minor action that does not roll a d20, I can expend a Dream to gain Regen (P, 3 rounds). I'll keep any scars in memorium.	Knack: Concentration	I have an aptitude with keen senses, filtering out unnecessary stimuli and sensing minute stimuli that others might miss. Whenever I can bring this knack to bear, I add one stakes die. Ignoring obstructions and intrusions is part of my endless skillset.
		Rainbow Triforce, Thaumaturge, Slayer/Strategist	As a major and minor action, I can expend a Dream to make three psionic attack rolls, all against a single target within 60 feet, each targeting a different resistance. For each hit, I inflict Pd2 damage and one of the following: Exposed (1 round), Impaired (1 round), Stuck (1 round), increase the duration of an existing condition on the target for 1 round. This counts as an abilitch and/or subpower for the purposes of synergizing with other Steps and effects. Best used when someone needs to be taught a lesson.	Knack: Legerdemain	I have an aptitude for dextrous manual control, possessing an adroitness of the hands. Whenever I can bring this knack to bear, I add one Stakes die. Deft hands for the devilish play.
Path to Power	I pick a psionic power, in my case, anti-psionics. From there, I learn one subpower and then continue to grow my aptitude in it as usual.	Shadow Play, Shadowdancer, Strategist/Sentinel	Path of the Shadowdancer has Steps with Shadewalk, a special type of movement where I teleport, allowing feats such as moving across chasms and swapping cover without being seen. Can't hit what you can't see.		
Resilience	I choose one resistance. I become proficient in it. Of course, I cannot choose something I'm already good at it. All I can do is have myself excel in some new way.	Shadowstep, Shadowdancer, Strategist/Sentinel	Once every three rounds, I may Shadewalk 20 feet in any direction within line of sight as a reaction. Alternately, when I Dash, I can Shadewalk all movement for the rest of that turn. Independently of the cooldown, I may Shadewalk when moving through any reaction. It's best if you stay away; this is for your own safety.		
Martial Training	I gain +1 to hit with attack rolls, +1 to your AC, and +1 to all resistances. Endless advancement, it will not stop here.	Doppelganger, Shadowdancer, Strategist/Sentinel	Once every three rounds, as a reaction (or as part of using any other Step in Shadowdancer), 3 mirror images of myself appear alongside me, in the same space as me, independently of the cooldown. Whenever an attack would be made against you, it targets a mirror image first. Attacks with multiple targets hits one image per target it can hit, and area of effect attacks hit you and all images simultaneously. Images last for 1 round or an attack is made against them. Because, after all, shouldn't there be more just like me?		
Second Strike	Once per strife, if I would have advantage to hit with a damaging attack, I can forego this advantage to make a second attack after the first. If used, neither attack may benefit from advantage. But, believe me, it won't make a difference. My enemy will fall. I will win.	Aetherlight, Aspirant, Strategist/Sentinel	If I have not yet moved this turn, as a minor action I may lay down an intangible beacon at my location. Until the end of my next turn, if I can move to the beacon, I teleport the equivalent distance. If I expend a lesser slot with the minor action, the beacon lasts for 1 minute, and I may teleport to the beacon regardless of distance as a free action, once (or expend a lesser slot per subsequent use per action). Best used for some fun.		
		Blackjack, Analyst, Strategist	As a major action, I make an Investigation check against a target within 30 feet, targeting Fortitude resistance. If I beat their resistance, the target is Incapacitated for 1 minute or until damaged. Usable once per short rest per target. It's a polite way of telling someone to shut-up and sit-down.		
		Goliath's Glory, Dreadnought, Sentinel	As a free action, I spend Level hit points and reduce My max HP by P, I remove all conditions of choice from myself. I am then immune to all conditions of choice (except Incapacitation from falling to 0 HP) and ignore disadvantage and difficult terrain for 1 minute. To try and stop me is folly.		
		Fury of the True Hero, Immortal, Sentinel	Once per short rest, when at half HP (ignoring temporary HP) or lower in a strife, as a free action I may enter a vengeful fury. I immediately heal for HP equal to twice my Level and gain Regen (P, 5 rounds). While the Regen persists, I count as being at half HP or less and add +1 die size to my damage rolls while the Regen persists.		
		Purposefully Left Blank For My Pleasure			I'm planned to perfection, what can I say? Take a look over my skills, my abilities, and the path I've charted. That's me. That's what I can do. And what I will do to you if you stand in my path.

Grist and Boondollars			Sylladex (Talent Modus)				
T0	Build Grist	20	What kind of captcha-logue deck do I have? My items only deal 1 damage when ejected(not that I wish them to deal more), but I can captcha-logue items of one size bigger than me or one size smaller than me, and the deck's size is raised to 70 cards.	Packrat	Ring of Keys		
T1		0		Nosy. How about you give me some privacy? I don't need some useless fan. Talent Occult		Cat Keychain	
T2		0				Flower Pot(Empty)	
T3		0				Lighter	
T4		0				Phone Battery	
T5		0			Phone Charger		
	Boondollars	0			Laptop Charger		
		0			Business Card		
		0			Jerry Can(Full)		
		0			Bicycle		
		0			Car Keys		
		0			Chef's Knife		
		0			Pot		
		0			5 x 5 x 5 Cube of Water	5 x 5 x 5 Cube of Ice	
		0			Laptop	5 x 5 x 5 Cube of Ice	
		0			Phone	5 x 5 x 5 Cube of Ice	
		0			Headphones		
		0			Wallet		
		0			Garlic Powder		
		0			Season Salt		

Who would have issues with their sylladex? An item goes in and out as I please. Big or small, heavy or light, I will fit and contain it. Everything here is to be used at my discretion.

Backstory

People always ask questions about the orphan attribute. I was too young to remember my parents or the cause for why they're no longer with us. And in the years since, I can't particularly say I've cared to chase down the reason. I landed in the foster care system. From home to home, among those who could barely handle me. The bright star that they wished to observe but never touched or loved. A pitiful, lacking existence for years too long. The food was thin and tasteless. The sheets were threadbare and scratchy. The first halfway decent home I landed within was the one I never left. A woman who knew my father, not that I cared for the connection. Her mind could be bent, a faux memory of kindness from me without the effort required. Again and again until I consumed her sight. I was the reason she worked. I was the reason she strained. Any other child she found interest in the system with was sabotaged easily enough; her cash was thin enough with me, so there was no reason to spread it further.

Beyond the home, I was an active youth. I excelled in my classes with great ease. It was effortless—an ear out in class—and I learned what I needed to. A pool of friends formed, more akin to a well I could draw from. As long as I threw the skeleton of an answer at them or shared some unappetizing piece of fruit, they'd regard me as kind. They would do as I wanted without even the effort of a psychic power. In complete honesty, I've forgotten most of their names. There was no reason to hold onto the refuse that was no longer needed by the end of a year. Even now, as I begin to wrap up my final year of high school, I just cannot find it in me to care for them. Every mean with every end. Normal classes mix with IB, AP, or whatever higher level I can take to make absolutely certain that my life will go smoothly. Less time spent in college, less time spent working my way up a corporate ladder, less time spent with meaningless busy work. More time spent with every comfort I crave. I still debate what I'll go into; psychology, statistics, accounting, and business all hold their own allure.

Though... I do have a job, much to my own chagrin. I work as a part-time secretary at a dentist's office. It eats into my hours, but it is experience. Perfect for resumes and applications. And I cannot argue against the money in my pocket. I do it, and I do it well. Like everything, I do it how it should be done, and I do it in the most efficient way possible. I never falter. I never trip. I succeed. I perfect myself. And, forever, I will remain the best. [14]

Personality

I'm perfect. There's no other way to put it. I'm not concerned with what others think about my appearance, but I am still beautiful. I only study what interests me, but I have still never gotten below an A. I do what I want, when I want. And I rip pleasure out of life's tight fist. Whether that is building myself into an even better whole or simply delighting in one of existence's many facets, I work. I work quite hard, but my attention is only given to what I enjoy. My own flower is to be watered and fed. Another's bloom is to be stomped and pulled. A sweet is best fit for my consumption. And anyone who denies what is mine? They'll be dealt with. I'll just have to decide how. [15]

Guardian

My adoptive mother. She knows her place and she knows her business. She gives me what I desire to the best of her ability. She works and works and works for what she has. She's respectable, but nothing more. [16]

Hobbies

Horticulture, agriculture, or, in the simplest terms, gardening. I've always had a love for watching life spring from my grasp. My effort is rewarded. My time is cared for. Garlic plucked by my own hands carries its own special spice. But what I truly yearn to harvest are the flowers. Their resplendent lives were snuffed by my palm. Turned into accents for my own form or my room. They're mine. From the start of their existence to the end of it, every bit of it was for my enjoyment.

Of course, I can't help but delight in the culinary. I've had wonderful meals from others, but something you make yourself? Incomparable. I know exactly how I like my food. And so it is made to my specifications, no matter how particular. I focus on meats, vegetables, and otherwise strong flavors. Life is not meant to be mild. Life is meant to be consumed, and I shall enjoy every bite.

Music, literature, cinema—all wonderful parts of existence, though I shy away from the non-fictional in the latter two. There is seldom anything interesting enough. The worlds within and what they have to offer tantalize more than the characters the story is ostensibly about. But no matter what, the creature comforts of life come first. [17]

Quirk

There's no need to get messy with my words. No digression from spelling and grammar norms. Perhaps a bit of **bold** to emphasize my point to someone who has refused logic or maybe *italics* when I am roused to snark. If you're lucky, I might even deign to throw in some red. [18]

Roleplay Scribble

You expect me to perform for you? I'm not some trained dog. If you've come for a show, look elsewhere. If you're looking for a personality? If you're looking for the only person that actually **matters**? You've come far enough. Congratulations, you've met Eliza. [19]

Looks

The first thing most people notice about me is my height. Six feet and then two inches over—a number I'm not exactly ashamed of. Black jeans, something rare for my size, are something I always adore. The dark shade matched up with my favorite crimson cardigan and a plain tee in most cases. Blue eyes. Blonde hair. With a rotating selection of floral accents placed within my locks, as of recent times, I've favored the perfection of the camellia flower. I admit, I'm a tad pale, but not in an off-putting way. I'm not some sickly green-white nor am I a loose assortment of quant limbs. Plenty of natural and steady exercise in my life keeps proper meat on my bones. On my left hand rests a star sapphire ring, an indulgence snatched by my first few checks. The blue matched to nothing but my desire. And, as one final dash to myself, I tend to use a charcoal lipstick. [20]

SM Notes

Hey! I get if this is a tad overwhelming, but I'll do my best to keep Eliza from being a real issue within a session! Her ego is overinflated, but her lack of care for what others think should keep any snarky comments from spiraling into full fights. Veils and Lines are standard but I'll note I myself tend to dig a bit further into combat descriptions than most. While this has been in first person, I am not certain which perspective I'll play her from! [21]

Spoons

I could go on for hours. But I find that to be an unnecessary thing. Here, I believe the following will help you cater towards me.

My favorite food is a well-marbled steak. The fat and protein melded with every bite, muscle tissue rended with teeth alone... A dreamy thing.

I never put ice in my drinks; an unfettered, vibrant taste as my eternal goal. If I desperately need a chilled beverage, then my own power will adjust it to excellence.

Skirts are not my taste. They leave my legs bare and feel too drafty for comfort. Pants are the only option in the end.

I find pleasure in risk. There's just something wonderful about taking a needless chance and coming out the other side with something gained, even if all I've earned is entertainment. I've never been placed in cuffs. Nor have I ever had a bone broken from my play. And even if one day I am injured, then I'll accept the consequence. While never letting that fate repeat again. [22]

Knife(?)

There is no weakness here, neither in the emotional nor physical department. The thoughts of others do not matter to me. I know who I am, and I know what I deserve. Why should I bend for another's opinion? The only way to earn my displeasure is by denying my wants. I should not be inhibited because of what someone else has decided for me. It's why I yearn to remain self-sufficient and thus keep anyone else's mind from having any input on my life. [23]

My Soft Spot

An all-encompassing view of me... I suppose it shouldn't miss this. I love cats. I'm not quite certain why, but I can tell you it's not born from a place of malice. Their fluffy tails and soft faces, the feeling of the purring body against mine, or even simply watching their antics... They're charming. They're loving. I would have one in my current home, but I hold enough responsibility to not get an animal I'll have to leave for college.

It would be nice to have...

Oh well, nothing to worry about. [24]

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	Noosphere Colonialist	See character creation!
2	Entitled Botanist	1 Step, 2 stat points, 3 skill points
3	Aspiring Chef	1 Decor, 1 Stage
4	Artisinal Warcriminal	1 Step
5	Stirfry Mindfry	Lvl 5 Specialization, 2 stat points, 3 skill points
6	Princeling	1 Step
7	Hungry	1 Decor
8	For	1 Step, 2 stat points, 3 skill points
9	More	1 Decor, 1 Stage
10	New Recipe	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? [27]	Max [28]
Athletics	<input type="checkbox"/>	4
Endurance	<input type="checkbox"/>	4
Acrobatics	2 <input type="checkbox"/>	4
Sleight of Hand	1 <input type="checkbox"/>	4
Stealth	2 <input type="checkbox"/>	4
Engineering	1 <input type="checkbox"/>	4
Investigation	1 <input type="checkbox"/>	4
Occult	1 <input type="checkbox"/>	4
Animal Handling	<input type="checkbox"/>	5
Insight	2 <input type="checkbox"/>	5
Medicine	<input type="checkbox"/>	5
Perception	2 <input type="checkbox"/>	5
Sanity	5 <input checked="" type="checkbox"/>	5
Survival	<input type="checkbox"/>	5
Deception	<input type="checkbox"/>	4
Intimidation	4 <input type="checkbox"/>	4
Performance	<input type="checkbox"/>	4
Persuasion	1 <input type="checkbox"/>	4
Total Skill Points	22	

What is the source of your psionics? **Wisdom**

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	8			8	-1
CON	12			12	+1
DEX	13			14	+2
INT	14			14	+2
WIS	15	2		20	+5
CHA	10			12	+1
Hit Die			d6		
Caste		Human			

What's your race? **Gold**

Has +2 INT. Racial are either Presence of Mind or Lowblood. [26]

And your racial ability? **Presence of Mind: Lateral Thinking**

Given a problem, you see solutions where others don't. P times per short rest, once per check, you add +3 and a Stakes die to a non-strike skill check.

Stat Increases			What resistance are you proficient in? At character creation, pick one. [29]	
Level	Stat 1	Stat 2		
2	Wis	Wis	Fortitude	<input type="checkbox"/>
5	Dex	Wis	Reflex	<input type="checkbox"/>
8	Cha	Cha	Will	<input checked="" type="checkbox"/>
11			What stats does your wardrobe use?	
14			Stat One	Wis
17			Stat Two	Int
20				

Stages (you get them every second Decor)

Expertise Pick a skill. Any skill checks you make with this skill have +3.

Polymath You gain 3 skill points.

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 [25]	17
2	4	22
3	4	27
4	4	32
5	4	37
6	4	42
7	4	47
8	4	52
9	4	57
10	4	62
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 abilitechs and cannot learn any special abilitechs.

How psionically sensitive are you?

Will resistance has a -4 malus.

Psionic Slots		
Slots	Bonus	Total
Lesser	0	8
Greater	0	4

What colors do you want? [30]

Text

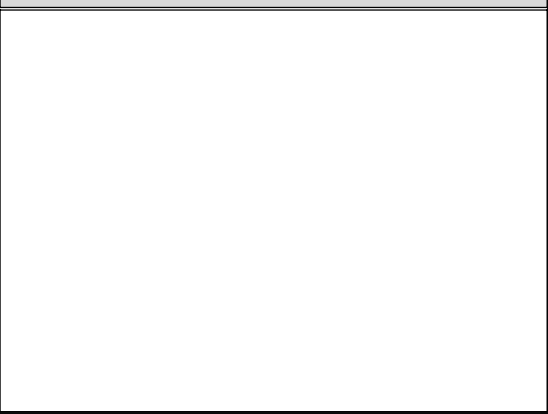
Titles **#1**

Strong is the stable, wizened mind; your psionic skill is Sanity.

Bonus	+0	Bonus	+0
Total	+2	Total	30

Editable	
Body 1	#5
Body 2	#2
Background	#4
Graph Background	#3
Graph Bar	#c60117 [31]
Bar Remaining	#3f3635 [32]

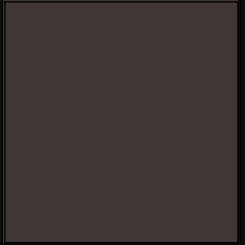
Blackboard



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



- [1] Dream Moon, Classpect, and Land sections should remain empty for the time being. You'll learn these as the session unfolds!
- [2] She/Her. Never otherwise.
- [3] I liked the sound of it.
- [4] I have a good meal. I have a good book. I have a lovely night ahead of me. None of those plans involve you.
- [5] What I have grown is mine. To admire, to preserve, and to destroy when I so wish. A final sip of its sweet nectar, the perfect reward for my work.
- [6] Brutality just makes a mess. Why should I lift a needless finger to remove an obstacle? No, I've never met someone that deserves the effort.
- [7] Start with perfection and build from there. My infallible recipe for success.
- [8] Gifted from me to myself. A symbol of my own accomplishments.
- [9] A swirl of snow and a coat of ice. Your idiotic fight preserved within my personal epoxy.
- [10] Back down. Back off. Consider it a blessing I did not do worse.
- [11] 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.
- [12] Better and better. My improvement is endless. My bounds unfound.
- [13] Trash. incomparable, useless, trash. Easily swatted away and burned.
- [14] Satisfied? Enough information for you? I certainly hope so. It's as much as I am willing to supply.
- [15] I'm not cruel, I'm callous. I'm not sadistic, I'm introverted. I do not care for others but I have never seen the need for them. Goods and services, sources of what I need, nothing more.
- [16] Her name is Janet if you so care.
- [17] I've experimented with plenty. And most things I have a talent for. There's just something far more satisfying about the pleasures of physical existence. Better than art., than music, than almost anything else.
- Far better than people.
- [18] Purple prose? Never quite been a fan of it. A shade of crimson is far preferable.
- [19] And no, peering deeper won't find you anything more. You know enough about me. You know I'm fit for the task. Just hope I'm happy with your other selections.
- [20] I've experimented. Belts and necklaces, stud earrings and hoops, but I am happy how I am. I am happy with me.
- [21] Let him say what he wishes. It doesn't keep what I have said from being true.
- [22] I'm not sure why I so love destruction. It's not like I care for their reaction... Perhaps it's just an obsession with my own strength. Or maybe a facet of a lacking upbringing. Who knows? Not like I care for

the answer.

[23] Sometimes I stay awake longer than I should. Sometimes I think for an unplanned hour and turn a useless concept in my mind over and over again. I just...

I wonder: what would it be like to have an equal?

[24] Thick fur preferred. But even a hairless one would be lovely.

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

[26] Swapped to Wis with SM permission.

[27] 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!

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

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

[30] 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.

[31] 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.

[32] 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.

[33] 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.

[34] Well, what's its name?

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

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

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

[38] 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.

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

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

[41] 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.