BEYONDER

CHARACTER SHEET

GENERAL DESCRIPTION

RACE	ORGANIZATION
Crawn	-- No Organization --

AGE	GUILD
27	-- No Guild --

GENDAR	HOMELAND
Genderless	Tarnath and the Sessmaryth Valley

LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	H
Quenn	[All]	5	5	5	5
SAZTRAK	CRAWN	5	5	5	5
Sessym	[All]	5	5	5	5

AFFINITY SCORES

Emotion	1	Mental	0
Body	0	Physic	-1
Spirit	2	Shadow	-2

BARRIERS OVERCOME

Emotion	0	Mental	0
Body	0	Physic	0
Spirit	0	Shadow	0

MY BACKSTORY

A close friend with Arzil. Their familes are both from the same small town in the Northern Kingdom of the Szaskar Crawn.
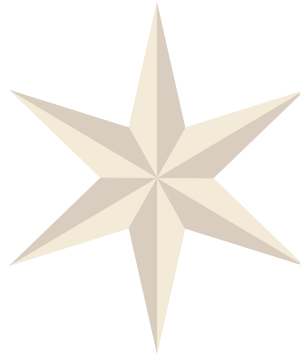
CHARACTER SHEET

ACTION	Zzat	Played by Jordan Campbell

TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUSES)

Athletics Body/Spirit	6	Communication Emotion/Mental	0	Concentration Mental/Spirit	6	Crafting Physic/Shadow	-1	Deception Emotion/Shadow	3
Insight Physic/Emotion	0	Leadership Emotion/Spirit	1	Luck Spirit/Shadow	0	Melee Combat Body/Physic	8	Perception Body/Mental	5
Presence Body/Emotion	3	Ranged Combat Physic/Mental	3	Scholarship Mental/Shadow	-1	Stealth Body/Shadow	4	Survival Physic/Spirit	5

SHIELDS

BUCKLER	
Soak	2
Penalty	0
OD	1

ARMOR

LEATHER ARMOR	
Soak	3
Penalty	-1

WEAPONS

SLING [RANGED]	
Damage	3
Range	Middle - 60 yards
Special Abilities: None	

SPEAR [MELEE]	
Damage	4
Special Abilities: Counts as 5 Size categories larger for purposes of calculating reach and Range	

WOUNDS

					0
					-2
					-4
					-6
					-8
DYING					
					-10
					-12
					-14
DEATH = 40 + ATHLETICS					

FATIGUE

					0
					-2
					-4
					-6
					-8
OVER 20 = WOUNDS					

DHC

Daily Healing Capacity	
Wounds Healed	Max Wounds
	25

PHYSICALITY

Size	Size(2)
Move Score	3

DEFENSE RATINGS

Inner	5
Outer	1
Ethereal	3
Combat	-1

SOAK AND DAMAGE

Soak Rating	2
Damage Rating	2

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ABILITIES	Zzat	Played by Jordan Campbell

TALENT PROFICIENCIES

TALENT	PROFICIENCY
Athletics	Jumping
Athletics	Tumbling
Concentration	Ignore distractions
Concentration	Ignoring pain
Deception	Feint attacks
Melee Combat	Disarming
Melee Combat	Subduing an enemy without killing them
Melee Combat	Unarmed fighting
Perception	Hearing a specific sound or voice with lots of other noises are covering it up
Perception	Identifying smells
Presence	Intimidating
Ranged Combat	Shooting a moving target
Stealth	Hiding in plain sight
Stealth	Camouflage
Survival	Snares
Survival	Knots

RACIAL TRAITS

A Crawn's scaly skin acts as armor, giving them a +1 natural armor to Soak

Crawn have extremely sharp teeth which can function as a Small (1) weapon, allowing them bite an opponent with +1 Damage

BARRIER ABILITIES

No Barrier Abilities

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INVENTORY	Zzat	Played by Jordan Campbell

Wealth Rating: 1

ITEM	NUM	ITEM TYPE	NOTES
Leather Armor	1	Armor	More sturdy than padding but still won't stop all weapons
Caltrops	1	General	Fills a Close area with small, barbed balls. Anyone passing through the area rolls Athleticsv10. Their move score is decreased by 3/2/1/0 for the duration of the encounter or until they are healed (either by a Power or application of the Survival Talent). Increase cost by +1 to increase difficulty of Athletics check by +2. Any healing will automatically remove the penalties.
Environmental Protection Gear	1	General	Specialized for a specific environment i.e. (cold weather, deserts, etc). You get a +2 bonus to appropriate situations when using these items. Increase cost by +1 to increase bonus by +2.
Musical Instrument	1	General	Can be a typical instrument or a specialized one for your race. i.e. Wellyn are partial to a special wind instrument which is shaped like a flattened balloon which makes flatulent sounds.
Buckler	1	Shield	Small Leather disk attached to the back of your wrist
Sling	1	Weapon	Small strap used for launching a small projectile
Spear	1	Weapon	Long pole with a pointed end. Good for maintaining your distance from your target while staying within melee range