

# BEYONDER

## CHARACTER SHEET

<b>ABOUT ME</b>	ARZIL	PLAYED BY:
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### GENERAL DESCRIPTION

<b>RACE</b>	<b>ORGANIZATION</b>
Crawn	-- No Organization --
<b>AGE</b>	<b>GUILD</b>
37	Evokers Guild
<b>GENDAR</b>	<b>HOMELAND</b>
Female	Tarnath and the Sessmaryth Valley

### AFFINITY SCORES

● Emotion	-3	● Mental	-3
● Body	5	● Physic	3
● Spirit	-2	● Shadow	1

### BARRIERS OVERCOME

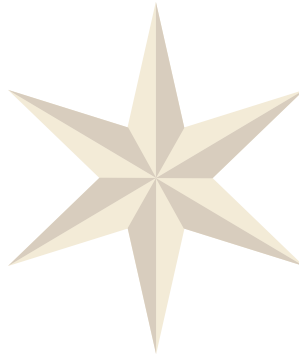
● Emotion	0	● Mental	0
● Body	0	● Physic	2
● Spirit	0	● Shadow	0

### 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

### MY BACKSTORY

A close friend with Zzat. Their families are both from the same small town in the Northern Kingdom of the Szaskar Crawn.



# BEYONDER

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<b>ACTION</b>	ARZIL	PLAYED BY:
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TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUS)					
Athletics Body/Spirit	6	Communication Emotion/Mental	-3	Concentration Mental/Spirit	-1
		Crafting Physic/Shadow	2	Deception Emotion/Shadow	2
Insight Physic/Emotion	0	Leadership Emotion/Spirit	-2	Luck Spirit/Shadow	0
		Melee Combat Body/Physic	12	Perception Body/Mental	4
Presence Body/Emotion	4	Ranged Combat Physic/Mental	5	Scholarship Mental/Shadow	-1
		Stealth Body/Shadow	6	Survival Physic/Spirit	1

SHIELDS	
<b>HIDE SHIELD</b>	
Soak	3
Penalty	-1
OD	3

ARMOR	
<b>LEATHER ARMOR</b>	
Soak	3
Penalty	-1

WEAPONS	
<b>JAVELIN [RANGED]</b>	<b>SPEAR [MELEE]</b>
Damage	4
Range	Middle - 60 yards
<b>Special Abilities:</b> A hit automatically gets one level of Stunt related to opponent having a javelin sticking into them	
Damage	4
<b>Special Abilities:</b> Counts as 5 Size categories larger for purposes of calculating reach and Range	

WOUNDS	
	0
	-2
	-4
	-6
	-8
<b>DYING</b>	
	-10
	-12
	-14
<b>DEATH = 40 + ATHLETICS</b>	

FATIGUE	
	0
	-2
	-4
	-6
	-8
<b>OVER 20 = WOUNDS</b>	

DHC	
Daily Healing Capacity	
Wounds Healed	Max Wounds
	25

PHYSICALITY	
Size	Size(1)
Move Score	3

DEFENSE RATINGS	
Inner	-2
Outer	7
Ethereal	5
Combat	6

SOAK AND DAMAGE	
Soak Rating	1
Damage Rating	1

# BEYOND

## CHARACTER SHEET

<b>ABILITIES</b>	ARZIL	PLAYED BY:
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### TALENT PROFICIENCIES

TALENT	PROFICIENCY
Athletics	Jumping
Athletics	Climbing
Concentration	Using Powers while distracted
Deception	Resist torture
Melee Combat	Type of Weapon (i.e. axes)
Melee Combat	Disarming
Melee Combat	Fighting multiple enemies
Perception	Very high pitch sounds
Presence	Infuriating
Ranged Combat	Shooting a moving target
Ranged Combat	Firing into combat
Stealth	Silence
Survival	Hunting

### 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

BARRIER	LVL	BARRIER ABILITY
Barrier on Physic	1	You do +1 damage against objects
Barrier on Physic	2	You do +1 damage on mundane Ranged attacks

# BEYONDER

## CHARACTER SHEET

<b>POWER SUMMARY</b>	ARZIL	PLAYED BY:
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<b>DOWN - AURA OF DARKNESS</b>	Level	<b>8</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>0</b>	Range	Touch - 1 yard
	Bonus to Roll	<b>2</b>	Target	Small group (up to 3 targets)/5 yard radius
	Activation Time	<b>3-m</b>	Duration	5 minutes
	Activation Cost	<b>4</b>	Medium	Light

<b>DOWN - DAZZLING LIGHT</b>	Level	<b>9</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>1</b>	Range	Touch - 1 yard
	Bonus to Roll	<b>3</b>	Target	Small group (up to 3 targets)/5 yard radius
	Activation Time	<b>3-m</b>	Duration	5 minutes
	Activation Cost	<b>4</b>	Medium	Light

<b>DOWN - JUMP</b>	Level	<b>6</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>2</b>	Range	Personal - 0 yards
	Bonus to Roll	<b>4</b>	Target	Individual
	Activation Time	<b>2-m</b>	Duration	5 minutes
	Activation Cost	<b>2</b>	Medium	Force

<b>DOWN - ENHANCED ARMOR</b>	Level	<b>5</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>2</b>	Range	Touch - 1 yard
	Bonus to Roll	<b>4</b>	Target	Individual
	Activation Time	<b>2-m</b>	Duration	5 minutes
	Activation Cost	<b>2</b>	Medium	Matter

<b>DOWN - HAND OF THE BURNING SUN</b>	Level	<b>5</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>1</b>	Range	Personal - 0 yards
	Bonus to Roll	<b>3</b>	Target	Individual
	Activation Time	<b>2-m</b>	Duration	5 minutes
	Activation Cost	<b>2</b>	Medium	Heat


<b>DOWN - SHOVE</b>	Level	<b>5</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>3</b>	Range	Close - 15 yards
	Bonus to Roll	<b>5</b>	Target	Individual
	Activation Time	<b>2-m</b>	Duration	Instantaneous
	Activation Cost	<b>2</b>	Medium	Force

# BEYOND

## CHARACTER SHEET

<b>POWER SUMMARY (2)</b>	ARZIL	PLAYED BY:
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<b>DOWN - ADDRESS THE MASSES</b>	Level	<b>15</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>6</b>	Range	<b>Close - 15 yards</b>
	Bonus to Roll	<b>8</b>	Target	<b>Individual</b>
	Activation Time	<b>5-m</b>	Duration	<b>5 minutes</b>
	Activation Cost	<b>6</b>	Medium	<b>Force</b>

<b>DOWN - HAIL BURST</b>	Level	<b>8</b>	Energies	Physic (Primary Energy)
	Magnitude	<b>0</b>	Range	<b>Close - 15 yards</b>
	Bonus to Roll	<b>2</b>	Target	<b>Small group (up to 3 targets)/5 yard radius</b>
	Activation Time	<b>3-m</b>	Duration	<b>Instantaneous</b>
	Activation Cost	<b>4</b>	Medium	<b>Heat</b>

# BEYOND

## CHARACTER SHEET

<b>POWERS</b>	ARZIL	PLAYED BY:
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 <b>DOWN - AURA OF DARKNESS</b>		
<p>Energy(ies): Physic Target object or area cancels out light creating minor/moderate/major/extreme darkness</p> <p><b>Medium Effect:</b> [None]</p>	Level	8
	Energies	Physic (Primary Energy)
	Magnitude	0
	Range	Touch - 1 yard
	Target	Small group (up to 3 targets)/5 yard radius
	Duration	5 minutes
	Medium	Light
	Bonus to Roll	2
	Activation Time	3-m
	Activation Cost	4

 <b>DOWN - DAZZLING LIGHT</b>		
<p>Energy(ies): Physic Target object or area glows with minor/moderate/major/extreme light</p> <p><b>Medium Effect:</b> [None]</p>	Level	9
	Energies	Physic (Primary Energy)
	Magnitude	1
	Range	Touch - 1 yard
	Target	Small group (up to 3 targets)/5 yard radius
	Duration	5 minutes
	Medium	Light
	Bonus to Roll	3
	Activation Time	3-m
	Activation Cost	4

# BEYOND

## CHARACTER SHEET

<b>POWERS (2)</b>	ARZIL	PLAYED BY:
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<b>DOWN - JUMP</b>																						
<p>Energy(ies): Physic Target gains 1/3/6/10 tokens that can be spent as a free action to jump 10 feet for one token, 20 feet for 3 tokens, 30 feet for 6 tokens and 40 feet for ten tokens.</p> <p><b>Medium Effect:</b> [None]</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Level</td><td style="text-align: center;">6</td></tr> <tr><td>Energies</td><td style="text-align: center;">Physic (Primary Energy)</td></tr> <tr><td>Magnitude</td><td style="text-align: center;">2</td></tr> <tr><td>Range</td><td style="text-align: center;">Personal - 0 yards</td></tr> <tr><td>Target</td><td style="text-align: center;">Individual</td></tr> <tr><td>Duration</td><td style="text-align: center;">5 minutes</td></tr> <tr><td>Medium</td><td style="text-align: center;">Force</td></tr> <tr><td>Bonus to Roll</td><td style="text-align: center;">4</td></tr> <tr><td>Activation Time</td><td style="text-align: center;">2-m</td></tr> <tr><td>Activation Cost</td><td style="text-align: center;">2</td></tr> </table>	Level	6	Energies	Physic (Primary Energy)	Magnitude	2	Range	Personal - 0 yards	Target	Individual	Duration	5 minutes	Medium	Force	Bonus to Roll	4	Activation Time	2-m	Activation Cost	2	
Level	6																					
Energies	Physic (Primary Energy)																					
Magnitude	2																					
Range	Personal - 0 yards																					
Target	Individual																					
Duration	5 minutes																					
Medium	Force																					
Bonus to Roll	4																					
Activation Time	2-m																					
Activation Cost	2																					

<b>DOWN - ENHANCED ARMOR</b>																						
<p>Energy(ies): Physic Add +1/+2/+3/+4 to all bonuses conferred by a suit of armor.</p> <p><b>Medium Effect:</b> For every five Wounds that get absorbed by the armor, you suffer an additional 1 Fatigue.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Level</td><td style="text-align: center;">5</td></tr> <tr><td>Energies</td><td style="text-align: center;">Physic (Primary Energy)</td></tr> <tr><td>Magnitude</td><td style="text-align: center;">2</td></tr> <tr><td>Range</td><td style="text-align: center;">Touch - 1 yard</td></tr> <tr><td>Target</td><td style="text-align: center;">Individual</td></tr> <tr><td>Duration</td><td style="text-align: center;">5 minutes</td></tr> <tr><td>Medium</td><td style="text-align: center;">Matter</td></tr> <tr><td>Bonus to Roll</td><td style="text-align: center;">4</td></tr> <tr><td>Activation Time</td><td style="text-align: center;">2-m</td></tr> <tr><td>Activation Cost</td><td style="text-align: center;">2</td></tr> </table>	Level	5	Energies	Physic (Primary Energy)	Magnitude	2	Range	Touch - 1 yard	Target	Individual	Duration	5 minutes	Medium	Matter	Bonus to Roll	4	Activation Time	2-m	Activation Cost	2	
Level	5																					
Energies	Physic (Primary Energy)																					
Magnitude	2																					
Range	Touch - 1 yard																					
Target	Individual																					
Duration	5 minutes																					
Medium	Matter																					
Bonus to Roll	4																					
Activation Time	2-m																					
Activation Cost	2																					

## CHARACTER SHEET

<b>POWERS (3)</b>	ARZIL	PLAYED BY:
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<b>DOWN - HAND OF THE BURNING SUN</b>																						
<p>Energy(ies): Physic Target gains 1/3/6/10 tokens that can be spent. Target can take a 1-m action to make a RangedCombatvOD check against targets within near range to deal them 1/2/3/4 Outer damage (soak does not apply).</p> <p><b>Medium Effect:</b> [None]</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Level</td><td>5</td></tr> <tr><td>Energies</td><td>Physic (Primary Energy)</td></tr> <tr><td>Magnitude</td><td>1</td></tr> <tr><td>Range</td><td>Personal - 0 yards</td></tr> <tr><td>Target</td><td>Individual</td></tr> <tr><td>Duration</td><td>5 minutes</td></tr> <tr><td>Medium</td><td>Heat</td></tr> <tr><td>Bonus to Roll</td><td>3</td></tr> <tr><td>Activation Time</td><td>2-m</td></tr> <tr><td>Activation Cost</td><td>2</td></tr> </table>	Level	5	Energies	Physic (Primary Energy)	Magnitude	1	Range	Personal - 0 yards	Target	Individual	Duration	5 minutes	Medium	Heat	Bonus to Roll	3	Activation Time	2-m	Activation Cost	2	
Level	5																					
Energies	Physic (Primary Energy)																					
Magnitude	1																					
Range	Personal - 0 yards																					
Target	Individual																					
Duration	5 minutes																					
Medium	Heat																					
Bonus to Roll	3																					
Activation Time	2-m																					
Activation Cost	2																					


<b>DOWN - SHOVE</b>																						
<p>Energy(ies): Physic Target is pushed or pulled 1/3/5/10 yards. If they hit something they and the object or person they hit takes 1/2/5/10 damage. Increase level by +3 to increase number of yards by +1</p> <p><b>Medium Effect:</b> The Target adds their Large Size bonus (but not a penalty for Small Size) to their OD.d</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Level</td><td>5</td></tr> <tr><td>Energies</td><td>Physic (Primary Energy)</td></tr> <tr><td>Magnitude</td><td>3</td></tr> <tr><td>Range</td><td>Close - 15 yards</td></tr> <tr><td>Target</td><td>Individual</td></tr> <tr><td>Duration</td><td>Instantaneous</td></tr> <tr><td>Medium</td><td>Force</td></tr> <tr><td>Bonus to Roll</td><td>5</td></tr> <tr><td>Activation Time</td><td>2-m</td></tr> <tr><td>Activation Cost</td><td>2</td></tr> </table>	Level	5	Energies	Physic (Primary Energy)	Magnitude	3	Range	Close - 15 yards	Target	Individual	Duration	Instantaneous	Medium	Force	Bonus to Roll	5	Activation Time	2-m	Activation Cost	2	
Level	5																					
Energies	Physic (Primary Energy)																					
Magnitude	3																					
Range	Close - 15 yards																					
Target	Individual																					
Duration	Instantaneous																					
Medium	Force																					
Bonus to Roll	5																					
Activation Time	2-m																					
Activation Cost	2																					




# BEYOND

## CHARACTER SHEET

<b>POWERS (4)</b>	ARZIL	PLAYED BY:
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 <b>DOWN - ADDRESS THE MASSES</b>																						
<p>Energy(ies): Physic Mundane manifestations of the medium emanating from the target are minorly/moderately/majorly/massively enhanced.</p> <p><b>Medium Effect:</b> The voice of the target is both amplified and directed toward all creatures within earshot.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">Level</td><td style="padding: 2px;">15</td></tr> <tr><td style="padding: 2px;">Energies</td><td style="padding: 2px;">Physic (Primary Energy)</td></tr> <tr><td style="padding: 2px;">Magnitude</td><td style="padding: 2px;">6</td></tr> <tr><td style="padding: 2px;">Range</td><td style="padding: 2px;">Close - 15 yards</td></tr> <tr><td style="padding: 2px;">Target</td><td style="padding: 2px;">Individual</td></tr> <tr><td style="padding: 2px;">Duration</td><td style="padding: 2px;">5 minutes</td></tr> <tr><td style="padding: 2px;">Medium</td><td style="padding: 2px;">Force</td></tr> <tr><td style="padding: 2px;">Bonus to Roll</td><td style="padding: 2px;">8</td></tr> <tr><td style="padding: 2px;">Activation Time</td><td style="padding: 2px;">5-m</td></tr> <tr><td style="padding: 2px;">Activation Cost</td><td style="padding: 2px;">6</td></tr> </table>	Level	15	Energies	Physic (Primary Energy)	Magnitude	6	Range	Close - 15 yards	Target	Individual	Duration	5 minutes	Medium	Force	Bonus to Roll	8	Activation Time	5-m	Activation Cost	6	
Level	15																					
Energies	Physic (Primary Energy)																					
Magnitude	6																					
Range	Close - 15 yards																					
Target	Individual																					
Duration	5 minutes																					
Medium	Force																					
Bonus to Roll	8																					
Activation Time	5-m																					
Activation Cost	6																					

 <b>DOWN - HAIL BURST</b>																						
<p>Energy(ies): Physic Deal target 2/5/11/23 Outer damage.</p> <p><b>Medium Effect:</b> If the user is in a particularly moist or dry location the moderator can add a bonus or penalty of up to +/- 3 damage.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">Level</td><td style="padding: 2px;">8</td></tr> <tr><td style="padding: 2px;">Energies</td><td style="padding: 2px;">Physic (Primary Energy)</td></tr> <tr><td style="padding: 2px;">Magnitude</td><td style="padding: 2px;">0</td></tr> <tr><td style="padding: 2px;">Range</td><td style="padding: 2px;">Close - 15 yards</td></tr> <tr><td style="padding: 2px;">Target</td><td style="padding: 2px;">Small group (up to 3 targets)/5 yard radius</td></tr> <tr><td style="padding: 2px;">Duration</td><td style="padding: 2px;">Instantaneous</td></tr> <tr><td style="padding: 2px;">Medium</td><td style="padding: 2px;">Heat</td></tr> <tr><td style="padding: 2px;">Bonus to Roll</td><td style="padding: 2px;">2</td></tr> <tr><td style="padding: 2px;">Activation Time</td><td style="padding: 2px;">3-m</td></tr> <tr><td style="padding: 2px;">Activation Cost</td><td style="padding: 2px;">4</td></tr> </table>	Level	8	Energies	Physic (Primary Energy)	Magnitude	0	Range	Close - 15 yards	Target	Small group (up to 3 targets)/5 yard radius	Duration	Instantaneous	Medium	Heat	Bonus to Roll	2	Activation Time	3-m	Activation Cost	4	
Level	8																					
Energies	Physic (Primary Energy)																					
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# BEYOND

## CHARACTER SHEET

INVENTORY	ARZIL	PLAYED BY:
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Wealth Rating: 1

ITEM	NUM	ITEM TYPE	NOTES
Leather Armor	1	Armor	More sturdy than padding but still won't stop all weapons
Flask of Oil	1	General	A small amount of oil.
Flint and steel	1	General	This will start fires.
Rope	1	General	For climbing, tying, and all those other things.
Tool, Basic	1	General	Could include basic building tools (hammer, saw, etc) or craft tools, or any similar type of item.
Torches	3	General	Something to light up the dark.
Hide Shield	1	Shield	Thick, cured animal skin provides good defense against basic attacks
Javelin	3	Weapon	Thrown short spear.
Spear	1	Weapon	Long pole with a pointed end. Good for maintaining your distance from your target while staying within melee range