

BEYOND

CHARACTER SHEET

ABOUT ME

LAPSI

PLAYED BY JORDAN CAMPBELL

GENERAL DESCRIPTION

RACE	ORGANIZATION
Ishiri	-- No Organization --
AGE	GUILD
24	-- No Guild --
GENDAR	HOMELAND
Male	Tarnath and the Sessmaryth Valley

AFFINITY SCORES

● Emotion	-2	● Mental	-1
● Body	4	● Physic	1
● Spirit	-2	● Shadow	1

BARRIERS OVERCOME

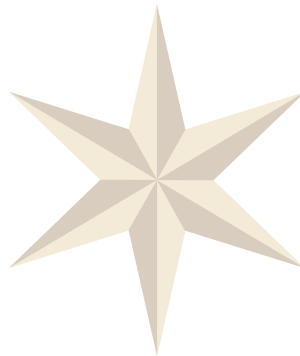
● Emotion	0	● Mental	0
● Body	0	● Physic	0
● Spirit	0	● Shadow	0

LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	H
Quenn	[All]	5	5	5	5
RAKUGO	ISHIRI	5	5	5	5
Sessym	[All]	5	5	5	5

MY BACKSTORY

He and his sister were born in the ishiri city of Odo, in the Bedlam Prairie. She served in the Odo Guards, an ishiri army that served the Emperor Odo the Great. The twins have always fought side-by-side, back-to-back.



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ACTION	LAPSI	PLAYED BY JORDAN CAMPBELL
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TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUSES)					
Athletics <small>Body/Spirit</small>	6	Communication <small>Emotion/Mental</small>	-1	Concentration <small>Mental/Spirit</small>	-1
		Crafting <small>Physic/Shadow</small>	1	Deception <small>Emotion/Shadow</small>	3
Insight <small>Physic/Emotion</small>	3	Leadership <small>Emotion/Spirit</small>	-2	Luck <small>Spirit/Shadow</small>	0
		Melee Combat <small>Body/Physic</small>	7	Perception <small>Body/Mental</small>	4
Presence <small>Body/Emotion</small>	1	Ranged Combat <small>Physic/Mental</small>	8	Scholarship <small>Mental/Shadow</small>	0
		Stealth <small>Body/Shadow</small>	5	Survival <small>Physic/Spirit</small>	0

SHIELDS
No Shields

ARMOR
CHAIN ARMOR
Soak 4
Penalty -3

WEAPONS							
AXE, WAR [MELEE] <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <td style="padding: 2px;">Damage</td> <td style="text-align: center; padding: 2px;">7</td> </tr> </table> <p style="font-size: small; margin-top: 5px;">Special Abilities: Ignores up to 2 points of hardness in wooden objects</p>	Damage	7	BOW [RANGED] <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <td style="padding: 2px;">Damage</td> <td style="text-align: center; padding: 2px;">7</td> </tr> <tr> <td style="padding: 2px;">Range</td> <td style="text-align: center; padding: 2px;">Far - 120 yards</td> </tr> </table> <p style="font-size: small; margin-top: 5px;">Special Abilities: None</p>	Damage	7	Range	Far - 120 yards
Damage	7						
Damage	7						
Range	Far - 120 yards						

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(0)
Move Score 3

DEFENSE RATINGS	
Inner	0
Outer	7
Ethereal	3
Combat	7

SOAK AND DAMAGE	
Soak Rating	0
Damage Rating	0

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ABILITIES	LAPSI	PLAYED BY JORDAN CAMPBELL
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TALENT PROFICIENCIES

TALENT	PROFICIENCY
Athletics	Sprinting
Athletics	Jumping
Deception	Feint attacks
Insight	Innuendo
Melee Combat	Type of Weapon (i.e. axes)
Melee Combat	Teamwork (i.e. you and your companion are good at coordinating your attacks against a single foe)
Perception	Very high pitch sounds
Ranged Combat	Trick Shots
Ranged Combat	Shooting something out of someone's hand
Ranged Combat	Firing into combat
Stealth	Slight of Hand

RACIAL TRAITS

Ishiri skin is rock hard giving them +1 natural armor to Soak
Ishiri have +1 racial bonus to Athletics checks for climbing natural rock faces and worked stone.
The Ishiri have darkvision

BARRIER ABILITIES

No Barrier Abilities

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INVENTORY	LAPSI	PLAYED BY JORDAN CAMPBELL
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Wealth Rating: 1

ITEM	NUM	ITEM TYPE	NOTES
Chain Armor	1	Armor	A light mesh of metal rings which provides good protection without restricting movement
Chain	1	General	A sturdy length of chain
Fire Bomb	2	General	Fills a Close area with a sticky, flaming liquid. If it hits a creature it makes a roll against its OD with a +10 modifier. Does 1 Fire Damage every moment for 1/3/5/7 moments. Increase cost by +1 to increase duration by +1 and bonus to roll by +2.
Smoke Bomb	2	General	Fills a Close area with a thick smoke that can not be seen through for 6-m. Increase cost by +1 to increase Duration by 6-m.
Axe, War	1	Weapon	Larger version of the standard axe
Bow	1	Weapon	The most common ranged weapon