

BEYOND

CHARACTER SHEET

ABOUT ME	SCHOLU	PLAYED BY:
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GENERAL DESCRIPTION	
RACE	ORGANIZATION
Ushen	-- No Organization --
AGE	GUILD
27	Evokers Guild
GENDAR	HOMELAND
Male	Tarnath and the Sessmaryth Valley

AFFINITY SCORES

● Emotion	0	● Mental	-2
● Body	2	● Physic	4
● Spirit	-2	● Shadow	-1

BARRIERS OVERCOME

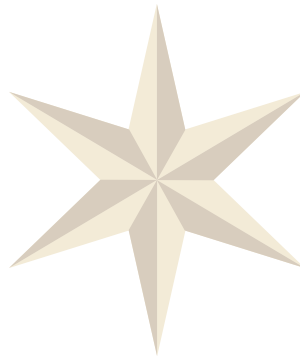
● Emotion	0	● Mental	0
● Body	0	● Physic	2
● Spirit	0	● Shadow	0

LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	H
Brutach	Ushen	5	5	5	5
QUENN	[ALL]	5	5	5	5
Sessym	[All]	5	5	5	5

MY BACKSTORY

An experienced fighter, who had served in Tarnath's City Police Force for seven years before joining the cult of Annassa. Lots of experience in hand-to-hand combat.



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ACTION	SCHOLU	PLAYED BY:
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TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUS)					
Athletics <small>Body/Spirit</small>	3	Communication <small>Emotion/Mental</small>	4	Concentration <small>Mental/Spirit</small>	3
		Crafting <small>Physic/Shadow</small>	1	Deception <small>Emotion/Shadow</small>	5
Insight <small>Physic/Emotion</small>	7	Leadership <small>Emotion/Spirit</small>	4	Luck <small>Spirit/Shadow</small>	-1
		Melee Combat <small>Body/Physic</small>	11	Perception <small>Body/Mental</small>	3
Presence <small>Body/Emotion</small>	1	Ranged Combat <small>Physic/Mental</small>	4	Scholarship <small>Mental/Shadow</small>	-1
		Stealth <small>Body/Shadow</small>	0	Survival <small>Physic/Spirit</small>	6

SHIELDS
No Shields

ARMOR						
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="background-color: #e6f2ff;">LEATHER ARMOR</th> </tr> </thead> <tbody> <tr> <td style="width: 50%;">Soak</td> <td style="width: 50%;">3</td> </tr> <tr> <td>Penalty</td> <td>-1</td> </tr> </tbody> </table>	LEATHER ARMOR		Soak	3	Penalty	-1
LEATHER ARMOR						
Soak	3					
Penalty	-1					

WEAPONS															
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="background-color: #e6f2ff;">BOW [RANGED]</th> </tr> </thead> <tbody> <tr> <td style="width: 50%;">Damage</td> <td style="width: 50%;">7</td> </tr> <tr> <td>Range</td> <td>Far - 120 yards</td> </tr> <tr> <td colspan="2">Special Abilities: None</td> </tr> </tbody> </table>	BOW [RANGED]		Damage	7	Range	Far - 120 yards	Special Abilities: None		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="background-color: #e6f2ff;">WAR HAMMER [MELEE]</th> </tr> </thead> <tbody> <tr> <td style="width: 50%;">Damage</td> <td style="width: 50%;">6</td> </tr> <tr> <td colspan="2">Special Abilities: If Target tries to deflect with a shield, you may delay your next action by 1-m to negate their shield</td> </tr> </tbody> </table>	WAR HAMMER [MELEE]		Damage	6	Special Abilities: If Target tries to deflect with a shield, you may delay your next action by 1-m to negate their shield	
BOW [RANGED]															
Damage	7														
Range	Far - 120 yards														
Special Abilities: None															
WAR HAMMER [MELEE]															
Damage	6														
Special Abilities: If Target tries to deflect with a shield, you may delay your next action by 1-m to negate their shield															

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(3)
Move Score	4

DEFENSE RATINGS	
Inner	0
Outer	6
Ethereal	4
Combat	3

SOAK AND DAMAGE	
Soak Rating	3
Damage Rating	3

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ABILITIES	SCHOLU	PLAYED BY:
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TALENT PROFICIENCIES

TALENT	PROFICIENCY
Athletics	Sprinting
Communication	Misdirection
Communication	Conflict Resolution
Concentration	Using Powers while distracted
Concentration	Multitasking
Deception	Poker face
Deception	Feint attacks
Insight	Discern lies
Insight	Know when someone is keeping a secret
Leadership	Military Strategy
Leadership	Coordinated Attacks
Melee Combat	Type of Weapon (i.e. axes)
Melee Combat	Body Guard
Melee Combat	Fighting multiple enemies
Melee Combat	Subduing an enemy without killing them
Perception	Spotting Traps
Ranged Combat	Firing into combat
Survival	Weather
Survival	Knots

RACIAL TRAITS

Ushen have horns which function as Large (1) weapon, dealing +3 damage. If a Ushen uses his horn attack when charging, he does an additional +2 damage

BARRIER ABILITIES

BARRIER	LVL	BARRIER ABILITY
Barrier on Physic	1	+1 to Reaction time
Barrier on Physic	2	You take 1 fewer damage from mundane sources of one Physic Medium chosen when you take this ability

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

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

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

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


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


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

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CHARACTER SHEET

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


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

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CHARACTER SHEET

POWERS	SCHOLU	PLAYED BY:
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 DOWN - AURA OF DARKNESS		
<p>Energy(ies): Physic Target object or area cancels out light creating minor/moderate/major/extreme darkness</p> <p>Medium Effect: [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	

 DOWN - DAZZLING LIGHT		
<p>Energy(ies): Physic Target object or area glows with minor/moderate/major/extreme light</p> <p>Medium Effect: [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	

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POWERS (2)	SCHOLU	PLAYED BY:
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DOWN - JUMP																						
<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>Medium Effect: [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>Physic (Primary Energy)</td></tr> <tr><td>Magnitude</td><td style="text-align: center;">2</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>Force</td></tr> <tr><td>Bonus to Roll</td><td style="text-align: center;">4</td></tr> <tr><td>Activation Time</td><td>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	
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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																					


DOWN - ENHANCED ARMOR																						
<p>Energy(ies): Physic Add +1/+2/+3/+4 to all bonuses conferred by a suit of armor.</p> <p>Medium Effect: 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>Physic (Primary Energy)</td></tr> <tr><td>Magnitude</td><td style="text-align: center;">2</td></tr> <tr><td>Range</td><td>Touch - 1 yard</td></tr> <tr><td>Target</td><td>Individual</td></tr> <tr><td>Duration</td><td>5 minutes</td></tr> <tr><td>Medium</td><td>Matter</td></tr> <tr><td>Bonus to Roll</td><td style="text-align: center;">4</td></tr> <tr><td>Activation Time</td><td>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																					
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POWERS (3)	SCHOLU	PLAYED BY:
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 DOWN - HAND OF THE BURNING SUN																						
<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>Medium Effect: [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																					
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Magnitude	1																					
Range	Personal - 0 yards																					
Target	Individual																					
Duration	5 minutes																					
Medium	Heat																					
Bonus to Roll	3																					
Activation Time	2-m																					
Activation Cost	2																					


 DOWN - SHOVE																						
<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>Medium Effect: 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																					

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POWERS (4)	SCHOLU	PLAYED BY:
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 DOWN - ADDRESS THE MASSES																						
<p>Energy(ies): Physic Mundane manifestations of the medium emanating from the target are minorly/moderately/majorly/massively enhanced.</p> <p>Medium Effect: 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																					
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Activation Cost	6																					

 DOWN - HAIL BURST																						
<p>Energy(ies): Physic Deal target 2/5/11/23 Outer damage.</p> <p>Medium Effect: 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	
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INVENTORY	SCHOLU	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
Backpack	1	General	An easy way to carry stuff with you. Wherever you go, it goes!
Bottle of Wine	1	General	Not as strong as some other choices but it makes you look elite.
Bucket	1	General	Holds water relatively well most of the time
First Aid Kit	3	General	Contains general first aid material. You get a +2 bonus to appropriate situations when using these items. Increase cost by +1 to increase bonus by +2.
Rations	5	General	For eating.
Telescope	1	General	Hand-held telescope.
Bow	1	Weapon	The most common ranged weapon
War Hammer	1	Weapon	Large hammer designed for combat