

# BEYOND

## CHARACTER SHEET

### ABOUT ME

VOTH

PLAYED BY JORDAN CAMPBELL

### GENERAL DESCRIPTION

**RACE**                      **ORGANIZATION**  
 Dwarf                      -- No Organization --

**AGE**                      **GUILD**  
 32                          -- No Guild --

**GENDAR**                **HOMELAND**  
 Male                      Tarnath and the Sessmaryth Valley

### AFFINITY SCORES

● Emotion	-1	● Mental	1
● Body	0	● Physic	5
● Spirit	-5	● Shadow	2

### BARRIERS OVERCOME

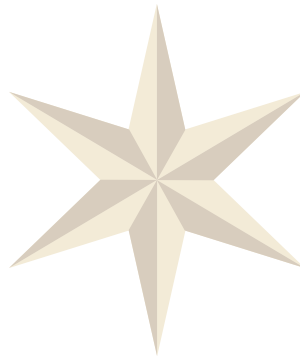
● Emotion	0	● Mental	0
● Body	0	● Physic	0
● Spirit	0	● Shadow	0

### LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	H
Grumm	Dwarf	5	5	5	5
QUENN	[ALL]	5	5	5	5
Sessym	[All]	5	5	5	5

### MY BACKSTORY

Voth has indomitable energy and great natural tough. He fights for goodness and justice. For several years now he has seen Stel as the embodiment of that quest for higher good, but now is not so sure.



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<b>ACTION</b>	VOTH	PLAYED BY JORDAN CAMPBELL
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TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUSES)					
Athletics <small>Body/Spirit</small>	3	Communication <small>Emotion/Mental</small>	0	Concentration <small>Mental/Spirit</small>	3
Crafting <small>Physic/Shadow</small>	11	Deception <small>Emotion/Shadow</small>	0	Insight <small>Physic/Emotion</small>	2
Leadership <small>Emotion/Spirit</small>	-2	Luck <small>Spirit/Shadow</small>	2	Melee Combat <small>Body/Physic</small>	3
Perception <small>Body/Mental</small>	5	Presence <small>Body/Emotion</small>	3	Ranged Combat <small>Physic/Mental</small>	6
Scholarship <small>Mental/Shadow</small>	6	Stealth <small>Body/Shadow</small>	2	Survival <small>Physic/Spirit</small>	3

SHIELDS
No Shields

ARMOR						
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: left; padding: 2px;">CHAIN ARMOR</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">Soak</td> <td style="text-align: center; padding: 2px;">4</td> </tr> <tr> <td style="padding: 2px;">Penalty</td> <td style="text-align: center; padding: 2px;">-3</td> </tr> </tbody> </table>	CHAIN ARMOR		Soak	4	Penalty	-3
CHAIN ARMOR						
Soak	4					
Penalty	-3					

WEAPONS						
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Damage	6					
<b>Special Abilities:</b> 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
<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	2

DEFENSE RATINGS	
Inner	1
Outer	7
Ethereal	2
Combat	8

SOAK AND DAMAGE	
Soak Rating	-1
Damage Rating	-1

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ABILITIES	VOTH	PLAYED BY JORDAN CAMPBELL
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### TALENT PROFICIENCIES

TALENT	PROFICIENCY
Athletics	Lifting
Athletics	Endurance
Concentration	Very long periods of focus without a break (i.e. going 12 hours without blinking so that the Daemon can't escape your gaze)
Concentration	Ignoring pain
Crafting	Specific artistic medium (i.e. painting or sculpture)
Crafting	Using a specific material (i.e. gold armor or stone weapons)
Crafting	Working quickly
Leadership	Inspiring courage
Luck	Finding what you seek (i.e. 50 lbs of salt in a random kitchen)
Melee Combat	Type of Weapon (i.e. axes)
Perception	Very low pitch sounds
Perception	Low light vision
Presence	Intimidating
Ranged Combat	Type of Weapon (i.e. bows)
Scholarship	History of a city or region (e.g. Naldrin City or the Tamarran Continent)
Scholarship	Knowledge of Mountains
Stealth	Stillness
Survival	Foraging

### RACIAL TRAITS

### BARRIER ABILITIES

Dwarves can breathe smoke with no ill effects
Dwarves have darkvision
All Dwarves automatically a proficiency in Melee Combat of either the war axe or hammer
Dwarves start with +1 Wealth

No Barrier Abilities

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<b>INVENTORY</b>	VOTH	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
Crafting Supplies	1	General	Specialized gear for a particular craft. You get a +2 bonus to appropriate situations when using these items. Increase cost by +1 to increase bonus by +2.
Shovel	1	General	For digging.
War Hammer	1	Weapon	Large hammer designed for combat