

# BEYONDER

## CHARACTER SHEET

**ACTIVE**

PLAYER NAME \_\_\_\_\_

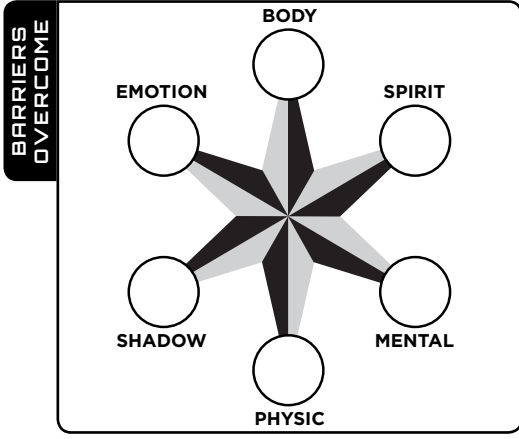
CHARACTER NAME \_\_\_\_\_

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

FATIGUE										-0
										-2
										-4
										-6
										-8

DHC	DAILY HEALING CAPACITY	
		25
	WOUNDS HEALED	MAX. WOUNDS

- TALENT TOTALS**
- ATHLETICS *BODY/SPIRIT*
  - INSIGHT *PHYSIC/EMOTION*
  - PRESENCE *BODY/EMOTION*
  - COMMUNICATION *EMOTION/MENTAL*
  - LEADERSHIP *EMOTION/SPIRIT*
  - RANGED COMBAT *PHYSIC/MENTAL*
  - CONCENTRATION *MENTAL/SPIRIT*
  - LUCK *SPIRIT/SHADOW*
  - SCHOLARSHIP *MENTAL/SHADOW*
  - CRAFTING *PHYSIC/SHADOW*
  - MELEE COMBAT *BODY/PHYSIC*
  - STEALTH *BODY/SHADOW*
  - DECEPTION *EMOTION/SHADOW*
  - PERCEPTION *BODY/MENTAL*
  - SURVIVAL *PHYSIC/SPIRIT*



**SHIELDS**

SHIELD NAME	_____
SOAK	_____
PENALTY	_____
OD	_____
SHIELD NAME	_____
SOAK	_____
PENALTY	_____
OD	_____

**SOAK & DAMAGE**

<b>SOAK RATING</b>						
ARMOR	+	SIZE	+	MISC.	=	TOTAL
_____		_____		_____		_____
<b>DAMAGE RATING</b>						
SIZE	+	MISC.	=	TOTAL		
_____		_____		_____		

**DEFENSE RATINGS**

<b>INNER</b>						
RANK	+	AFFINITY	+	MISC.	=	TOTAL
_____		_____		_____		_____
<b>OUTER</b>						
RANK	+	AFFINITY	+	MISC.	=	TOTAL
_____		_____		_____		_____
<b>ETHEREAL</b>						
RANK	+	AFFINITY	+	MISC.	=	TOTAL
_____		_____		_____		_____
<b>COMBAT</b>						
OD	-	SIZE	+	MISC.	=	TOTAL
_____		_____		_____		_____

**ARMOR**

ARMOR NAME	_____	ARMOR NAME	_____	ARMOR NAME	_____
SOAK	_____	PENALTY	_____	SOAK	_____
				PENALTY	_____
				SOAK	_____
				PENALTY	_____

**WEAPONS**

WEAPON NAME	_____	WEAPON NAME	_____	WEAPON NAME	_____
TYPE	_____	SIZE	_____	DAMAGE	_____
RANGE	_____	SPECIAL ABILITIES	_____	RANGE	_____
RANGE	_____	SPECIAL ABILITIES	_____	RANGE	_____
MISCELLANEOUS	_____	MISCELLANEOUS	_____	MISCELLANEOUS	_____

**FAVORITE POWERS**

POWER NAME	_____	POWER NAME	_____	POWER NAME	_____
ACT. TIME	_____	COST	_____	DURATION	_____
RANGE	_____	TARGET	_____	MAGNITUDE	_____
POWER NAME	_____	POWER NAME	_____	POWER NAME	_____
ACT. TIME	_____	COST	_____	DURATION	_____
RANGE	_____	TARGET	_____	MAGNITUDE	_____
POWER NAME	_____	POWER NAME	_____	POWER NAME	_____
ACT. TIME	_____	COST	_____	DURATION	_____
RANGE	_____	TARGET	_____	MAGNITUDE	_____



PLAYER NAME \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

**AFFINITIES**

BODY \_\_\_\_\_

SPIRIT \_\_\_\_\_

MENTAL \_\_\_\_\_

PHYSIC \_\_\_\_\_

SHADOW \_\_\_\_\_

EMOTION \_\_\_\_\_

**GENERAL DESCRIPTION**

CHARACTER NAME \_\_\_\_\_

RACE \_\_\_\_\_

ORGANIZATION \_\_\_\_\_

HOMELAND \_\_\_\_\_

GUILD / GUILD FACTION \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

SIZE \_\_\_\_\_

MOVE SCORE \_\_\_\_\_

HAIR COLOR \_\_\_\_\_

SKIN COLOR \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

**BARRIER ABILITIES**

BODY

SPIRIT

MENTAL

PHYSIC

SHADOW

EMOTION

**RACIAL TRAITS, SPECIAL ABILITIES**

**KNOWN LANGUAGES**

**FOLLOWERS, MINIONS**

**CULTURAL NOTES**

**BACKSTORY**

PLAYER NAME

CHARACTER NAME

NAME ACT. TIME ACT. COST MAGNITUDE LEVEL DURATION

ENERGY TARGET RANGE MEDIUM

DESCRIPTION

NAME ACT. TIME ACT. COST MAGNITUDE LEVEL DURATION

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DESCRIPTION

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DESCRIPTION

PLAYER NAME

CHARACTER NAME

NAME

ACT. TIME    ACT. COST    MAGNITUDE    LEVEL    DURATION

ENERGY    TARGET    RANGE    MEDIUM

DESCRIPTION

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ACT. TIME    ACT. COST    MAGNITUDE    LEVEL    DURATION

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DESCRIPTION

## POWERS

PLAYER NAME

CHARACTER NAME

NAME

ACT. TIME    ACT. COST    MAG.    LEVEL    DURATION

ENERGY    TARGET    RANGE    MEDIUM

DESCRIPTION

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