

# BEYONDER

## CHARACTER SHEET

<b>ABOUT ME</b>	PC NAME:	PLAYED BY:
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<b>GENERAL DESCRIPTION</b>	
<b>RACE</b>	<b>ORGANIZATION</b>
<b>AGE</b>	<b>GUILD</b>
<b>GENDAR</b>	<b>HOMELAND</b>

### AFFINITY SCORES

- |           |          |
|-----------|----------|
| ● Emotion | ● Mental |
| ● Body    | ● Physis |
| ● Spirit  | ● Shadow |

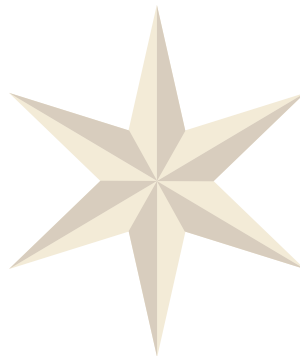
### BARRIERS OVERCOME

- |           |          |
|-----------|----------|
| ● Emotion | ● Mental |
| ● Body    | ● Physis |
| ● Spirit  | ● Shadow |

### LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	H
Quenn	[All]	5	5	5	5
SESSYM	[ALL]	5	5	5	5

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# BEYONDER

## CHARACTER SHEET

<b>ACTION</b>	PC NAME:	PLAYED BY:
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TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUSES)				
Athletics <small>Body/Spirit</small>	Communication <small>Emotion/Mental</small>	Concentration <small>Mental/Spirit</small>	Crafting <small>Physic/Shadow</small>	Deception <small>Emotion/Shadow</small>
Insight <small>Physic/Emotion</small>	Leadership <small>Emotion/Spirit</small>	Luck <small>Spirit/Shadow</small>	Melee Combat <small>Body/Physic</small>	Perception <small>Body/Mental</small>
Presence <small>Body/Emotion</small>	Ranged Combat <small>Physic/Mental</small>	Scholarship <small>Mental/Shadow</small>	Stealth <small>Body/Shadow</small>	Survival <small>Physic/Spirit</small>

SHIELDS					
Soak		Soak		Soak	
Penalty		Penalty		Penalty	
OD		OD		OD	

ARMOR					
Soak		Soak		Soak	
Penalty		Penalty		Penalty	

WEAPONS					
<b>[MELEE]</b>		<b>[MELEE]</b>		<b>[MELEE]</b>	
Damage		Damage		Damage	
Special Abilities:		Special Abilities:		Special Abilities:	
<b>[RANGED]</b>		<b>[RANGED]</b>		<b>[RANGED]</b>	
Damage		Damage		Damage	
Range		Range		Range	
Special Abilities:		Special Abilities:		Special Abilities:	

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	
Move Score	

DEFENSE RATINGS	
Inner	
Outer	
Ethereal	
Combat	

SOAK AND DAMAGE	
Soak Rating	
Damage Rating	



# BEYOND

## CHARACTER SHEET

<b>POWER SUMMARY</b>	PC NAME:	PLAYED BY:
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<b>NAME:</b>	Level		Energies	
	Magnitude		Range	
	Bonus to Roll		Target	
	Activation Time		Duration	
	Activation Cost		Medium	

<b>NAME:</b>	Level		Energies	
	Magnitude		Range	
	Bonus to Roll		Target	
	Activation Time		Duration	
	Activation Cost		Medium	

<b>NAME:</b>	Level		Energies	
	Magnitude		Range	
	Bonus to Roll		Target	
	Activation Time		Duration	
	Activation Cost		Medium	

<b>NAME:</b>	Level		Energies	
	Magnitude		Range	
	Bonus to Roll		Target	
	Activation Time		Duration	
	Activation Cost		Medium	

<b>NAME:</b>	Level		Energies	
	Magnitude		Range	
	Bonus to Roll		Target	
	Activation Time		Duration	
	Activation Cost		Medium	

<b>NAME:</b>	Level		Energies	
	Magnitude		Range	
	Bonus to Roll		Target	
	Activation Time		Duration	
	Activation Cost		Medium	







# BEYOND

## CHARACTER SHEET

<b>CHAR ADV: POWERS &amp; BARRIERS</b>	PC NAME:	PLAYED BY:
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<b>POWERS</b>																																									
____ / _____ ( _____ ) Level / Power Name (Mastery)	____ / _____ ( _____ ) Level / Power Name (Mastery)																																								
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<b>BARRIERS</b>
Emotion
____ + ____ = ____ Size + Misc = Total
Mental
____ + ____ = ____ Size + Misc = Total
Body
____ + ____ = ____ Size + Misc = Total
Physic
____ + ____ = ____ Size + Misc = Total
Spirit
____ + ____ = ____ Size + Misc = Total
Shadow
____ + ____ = ____ Size + Misc = Total