

BEYONDER

CHARACTER SHEET

ABOUT ME

GRINNJO

PLAYED BY JORDAN CAMPBELL

GENERAL DESCRIPTION

RACE	ORGANIZATION
Wellyn	-- No Organization --

AGE	GUILD
26	-- No Guild --

GENDAR	HOMELAND
Female	Tarnath and the Sessmaryth Valley

AFFINITY SCORES

● Emotion	2	● Mental	-1
-----------	---	----------	----

● Body	1	● Physic	1
--------	---	----------	---

● Spirit	-2	● Shadow	3
----------	----	----------	---

BARRIERS OVERCOME

● Emotion	0	● Mental	0
-----------	---	----------	---

● Body	0	● Physic	0
--------	---	----------	---

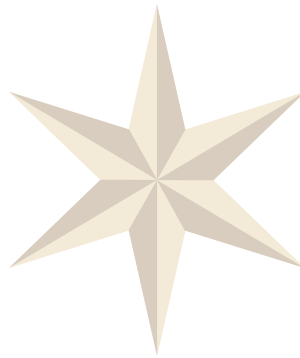
● Spirit	0	● Shadow	0
----------	---	----------	---

LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	H
Greemgool	Wellyn	5	5	5	5
QUENN	[ALL]	5	5	5	5
Sessym	[All]	5	5	5	5

MY BACKSTORY

She grew up in Tarnath, and loved food and cooking since she could carry a frying pan. While working as the top chef in one of Tarnath's most prominent inns, she fell in love with Stell. The rest is history.



BEYOND

CHARACTER SHEET

ACTION	GRINNO	PLAYED BY JORDAN CAMPBELL
---------------	--------	---------------------------

TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUSES)					
Athletics <small>Body/Spirit</small>	0	Communication <small>Emotion/Mental</small>	5	Concentration <small>Mental/Spirit</small>	-1
Crafting <small>Physic/Shadow</small>	10	Deception <small>Emotion/Shadow</small>	7	Insight <small>Physic/Emotion</small>	6
Leadership <small>Emotion/Spirit</small>	8	Luck <small>Spirit/Shadow</small>	0	Melee Combat <small>Body/Physic</small>	1
Perception <small>Body/Mental</small>	3	Presence <small>Body/Emotion</small>	6	Ranged Combat <small>Physic/Mental</small>	0
Scholarship <small>Mental/Shadow</small>	4	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;">LEATHER ARMOR</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">Soak</td> <td style="text-align: center; padding: 2px;">3</td> </tr> <tr> <td style="padding: 2px;">Penalty</td> <td style="text-align: center; padding: 2px;">-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="text-align: left; padding: 2px;">MACE [MELEE]</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">Damage</td> <td style="text-align: center; padding: 2px;">5</td> </tr> <tr> <td colspan="2" style="padding: 2px;">Special Abilities: None</td> </tr> </tbody> </table>	MACE [MELEE]		Damage	5	Special Abilities: None		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: left; padding: 2px;">SLING [RANGED]</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">Damage</td> <td style="text-align: center; padding: 2px;">3</td> </tr> <tr> <td style="padding: 2px;">Range</td> <td style="text-align: center; padding: 2px;">Middle - 60 yards</td> </tr> <tr> <td colspan="2" style="padding: 2px;">Special Abilities: None</td> </tr> </tbody> </table>	SLING [RANGED]		Damage	3	Range	Middle - 60 yards	Special Abilities: None	
MACE [MELEE]															
Damage	5														
Special Abilities: None															
SLING [RANGED]															
Damage	3														
Range	Middle - 60 yards														
Special Abilities: None															

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	2

DEFENSE RATINGS	
Inner	5
Outer	4
Ethereal	1
Combat	7

SOAK AND DAMAGE	
Soak Rating	-3
Damage Rating	-3

BEYONDER

CHARACTER SHEET

ABILITIES	GRINNJO	PLAYED BY JORDAN CAMPBELL
-----------	---------	---------------------------

TALENT PROFICIENCIES

TALENT	PROFICIENCY
Communication	Persuasion
Communication	Charm
Crafting	Specific artistic medium (i.e. painting or sculpture)
Crafting	Working quickly
Crafting	Improvised materials
Deception	Acting
Deception	Playing on someone's emotions
Insight	Knowing what someone wants
Insight	Political intrigue
Leadership	Inspiring courage
Leadership	Intimidation
Leadership	Specific type of troop (i.e. infantry or cavalry)
Perception	Spotting people in a crowd
Presence	Trustworthy
Presence	Calming
Scholarship	Knowledge of the geography of an area or region (e.g. the Sessmaryth Valley)
Survival	Cooking

RACIAL TRAITS

<p>Wellyn can choose to move on all fours instead of walking on their hind legs. While doing so, they move at a faster speed (see above) and get a +2 racial bonus to Athletics checks to jump. They may not, however, be carrying anything in their hands.</p>
<p>Wellyn have a -1 racial penalty to resist fear effects</p>

BARRIER ABILITIES

No Barrier Abilities

BEYOND

CHARACTER SHEET

INVENTORY	GRINNJO	PLAYED BY JORDAN CAMPBELL
-----------	---------	---------------------------

Wealth Rating: 1

ITEM	NUM	ITEM TYPE	NOTES
Leather Armor	1	Armor	More sturdy than padding but still won't stop all weapons
Candles	3	General	For light and warmth.
Clothes, Fancy	1	General	You look quite dapper in these.
Flask of Oil	3	General	A small amount of oil.
Flint and steel	1	General	This will start fires.
Pen and Ink	1	General	For writing and drawing.
Signet Ring	1	General	Good for sealing letters, proving your status, and leaving a cool mark when you slap someone.
Mace	1	Weapon	More deadly version of the club.
Sling	1	Weapon	Small strap used for launching a small projectile