

# BEYOND

## CHARACTER SHEET

### ABOUT ME

SILAP

PLAYED BY JORDAN CAMPBELL

### GENERAL DESCRIPTION

RACE	ORGANIZATION
Ishiri	-- No Organization --

AGE	GUILD
24	-- No Guild --

GENDAR	HOMELAND
Female	Tarnath and the Sessmaryth Valley

### AFFINITY SCORES

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

### BARRIERS OVERCOME

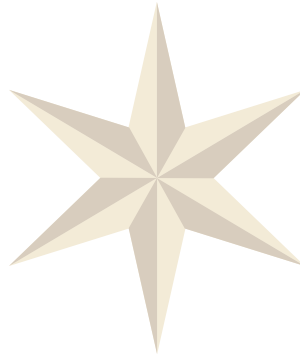
● Emotion	0	● Mental	0
● Body	0	● Physic	0
● Spirit	0	● Shadow	0

### LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	H
Quenn	[All]	5	5	5	5
RAKUGO	ISHIRI	5	5	5	5
Sessym	[All]	5	5	5	5

### MY BACKSTORY

She and her brother were born in the ishiri city of Odo, in the Bedlam Prairie. She served in the Odo Guards, an ishiri army that served the Emperor Odo the Great. The twins have always fought side-by-side, back-to-back.



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<b>ACTION</b>	SILAP	PLAYED BY JORDAN CAMPBELL
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TALENT MODIFIERS (TALENT MODIFIER = TALENT RANK + AFFINITY SCORE AVERAGE + ANY BONUS)									
Athletics <small>Body/Spirit</small>	6	Communication <small>Emotion/Mental</small>	2	Concentration <small>Mental/Spirit</small>	-1	Crafting <small>Physic/Shadow</small>	1	Deception <small>Emotion/Shadow</small>	0
Insight <small>Physic/Emotion</small>	0	Leadership <small>Emotion/Spirit</small>	1	Luck <small>Spirit/Shadow</small>	0	Melee Combat <small>Body/Physic</small>	10	Perception <small>Body/Mental</small>	4
Presence <small>Body/Emotion</small>	4	Ranged Combat <small>Physic/Mental</small>	5	Scholarship <small>Mental/Shadow</small>	0	Stealth <small>Body/Shadow</small>	2	Survival <small>Physic/Spirit</small>	0

SHIELDS
No Shields

ARMOR						
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="background-color: #d9ead3;">CHAIN ARMOR</th> </tr> </thead> <tbody> <tr> <td>Soak</td> <td style="text-align: center;">4</td> </tr> <tr> <td>Penalty</td> <td style="text-align: center;">-3</td> </tr> </tbody> </table>	CHAIN ARMOR		Soak	4	Penalty	-3
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WEAPONS															
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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(0)
Move Score	3

DEFENSE RATINGS	
Inner	0
Outer	7
Ethereal	3
Combat	7

SOAK AND DAMAGE	
Soak Rating	0
Damage Rating	0

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<b>ABILITIES</b>	SILAP	PLAYED BY JORDAN CAMPBELL
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### TALENT PROFICIENCIES

TALENT	PROFICIENCY
Athletics	Lifting
Athletics	Endurance
Communication	Friends
Leadership	Coordinated Attacks
Melee Combat	Type of Weapon (i.e. axes)
Melee Combat	Fighting multiple enemies
Melee Combat	Teamwork (i.e. you and your companion are good at coordinating your attacks against a single foe)
Perception	Very low pitch sounds
Presence	Funny
Ranged Combat	Long shot
Ranged Combat	Firing into combat

### RACIAL TRAITS

Ishiri skin is rock hard giving them +1 natural armor to Soak
Ishiri have +1 racial bonus to Athletics checks for climbing natural rock faces and worked stone.
The Ishiri have darkvision

### BARRIER ABILITIES

No Barrier Abilities

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<b>INVENTORY</b>	SILAP	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
Chain	1	General	A sturdy length of chain
Fire Bomb	2	General	Fills a Close area with a sticky, flaming liquid. If it hits a creature it makes a roll against its OD with a +10 modifier. Does 1 Fire Damage every moment for 1/3/5/7 moments. Increase cost by +1 to increase duration by +1 and bonus to roll by +2.
Smoke Bomb	2	General	Fills a Close area with a thick smoke that can not be seen through for 6-m. Increase cost by +1 to increase Duration by 6-m.
Axe, War	1	Weapon	Larger version of the standard axe
Bow	1	Weapon	The most common ranged weapon