

# BEYONDER

## CHARACTER SHEET

**ACTIVE**

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

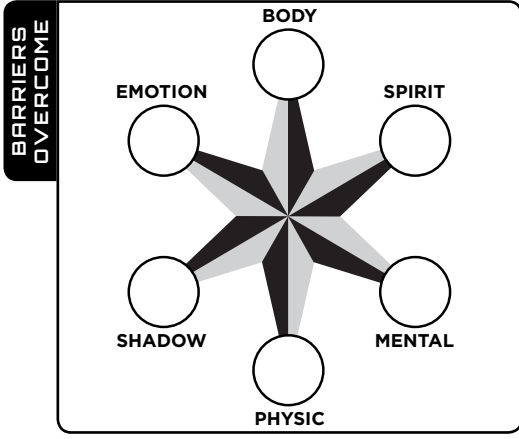
CHARACTER NAME \_\_\_\_\_

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

**ARMOR**

ARMOR NAME	_____	ARMOR NAME	_____	ARMOR NAME	_____
SOAK	_____	PENALTY	_____	SOAK	_____
				PENALTY	_____
SOAK	_____			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 \_\_\_\_\_

**BARRIER ABILITIES**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**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 \_\_\_\_\_

**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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## POWERS

PLAYER NAME

CHARACTER NAME

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ACT. TIME    ACT. COST    MAG.    LEVEL    DURATION

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DESCRIPTION

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