

BEYOND

CHARACTER SHEET

ABOUT ME	PC NAME:	PLAYED BY:
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GENERAL DESCRIPTION	
RACE	ORGANIZATION
AGE	GUILD
GENDAR	HOMELAND

AFFINITY SCORES

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

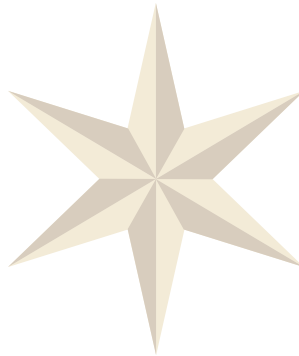
BARRIERS OVERCOME

- | | |
|-----------|----------|
| ● 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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CHARACTER SHEET

ACTION	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					
[MELEE]		[MELEE]		[MELEE]	
Damage		Damage		Damage	
Special Abilities:		Special Abilities:		Special Abilities:	
[RANGED]		[RANGED]		[RANGED]	
Damage		Damage		Damage	
Range		Range		Range	
Special Abilities:		Special Abilities:		Special Abilities:	

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	
Move Score	

DEFENSE RATINGS	
Inner	
Outer	
Ethereal	
Combat	

SOAK AND DAMAGE	
Soak Rating	
Damage Rating	

BEYOND

CHARACTER SHEET

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

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NAME:	Level		Energies	
	Magnitude		Range	
	Bonus to Roll		Target	
	Activation Time		Duration	
	Activation Cost		Medium	

BEYOND

CHARACTER SHEET

POWERS (3)	PC NAME:	PLAYED BY:
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POWER NAME:		
Power Description: Medium Effect:	Level	
	Energies	
	Magnitude	
	Range	
	Target	
	Duration	
	Medium	
	Bonus to Roll	
	Activation Time	
	Activation Cost	

POWER NAME:		
Power Description: Medium Effect:	Level	
	Energies	
	Magnitude	
	Range	
	Target	
	Duration	
	Medium	
	Bonus to Roll	
	Activation Time	
	Activation Cost	

BEYOND

CHARACTER SHEET

INVENTORY PC NAME: PLAYED BY:

Table with 4 columns: ITEM, NUM, ITEM TYPE, NOTES. The table is currently empty.

BEYOND

CHARACTER SHEET

CHAR ADV: POWERS & BARRIERS	PC NAME:	PLAYED BY:
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POWERS	
____ / _____ (_____) <small>Level / Power Name (Mastery)</small>	____ / _____ (_____) <small>Level / Power Name (Mastery)</small>
____ / _____ (_____) <small>Level / Power Name (Mastery)</small>	____ / _____ (_____) <small>Level / Power Name (Mastery)</small>
____ / _____ (_____) <small>Level / Power Name (Mastery)</small>	____ / _____ (_____) <small>Level / Power Name (Mastery)</small>
____ / _____ (_____) <small>Level / Power Name (Mastery)</small>	____ / _____ (_____) <small>Level / Power Name (Mastery)</small>
____ / _____ (_____) <small>Level / Power Name (Mastery)</small>	____ / _____ (_____) <small>Level / Power Name (Mastery)</small>
____ / _____ (_____) <small>Level / Power Name (Mastery)</small>	____ / _____ (_____) <small>Level / Power Name (Mastery)</small>
____ / _____ (_____) <small>Level / Power Name (Mastery)</small>	____ / _____ (_____) <small>Level / Power Name (Mastery)</small>

BARRIERS
Emotion
____ + ____ = ____ <small>Size + Misc = Total</small>
Mental
____ + ____ = ____ <small>Size + Misc = Total</small>
Body
____ + ____ = ____ <small>Size + Misc = Total</small>
Physic
____ + ____ = ____ <small>Size + Misc = Total</small>
Spirit
____ + ____ = ____ <small>Size + Misc = Total</small>
Shadow
____ + ____ = ____ <small>Size + Misc = Total</small>