

FELICIO MCGROFF

Alliance

Charioteers

FADING SUNS

BEYOND DARKNESS - DAL II

Player

Caste

Freefolk

Species

Urthish

Rank

Gender

male

Age

25

Height (cm)

150

Weight (kg)

50

A self-confident guildler.

STR

strength

3

CON

constitution

4

BOD

body

4

MOV

movement

4

INT

intellect

8

WIL

willpower

5

TEM

temper

4

PRE

presence

8

TEC

tech

6

REF

reflexes

8

AGI

agility

3

AWA

awareness

5

REC

STR+CON

7

STA

BOD/2-1

1

END

(BOD+CON)x5

40

STU

BOD+CON

8

RES

WIL+PRE

13

DMG

STR/2-2

0

TOL

TEM+WIL

9

HUM

(TEM+WIL)x5

45

PAS

TEM+AWA

9

WYR

INT+REF

16

SPD

REF/2

4

RUN

MOVx2

8

Azurites

00000

Diamonds

00000

Rubies

00000

0

Experience Earned

0

Experience Spent

0

Experience Pool

Primary Attributes

Secondary Attributes

Academia 4
Acrobatics -
Acting -
Alchemy -
Arts(A) -
Athletics 3
Beastcraft -
Bureaucracy -
Cybernetics -
Demolition -
Disguise -
Dodge -

Dogma(B) -
Driving(C) 4
Empathy 1
Etiquette -
Fight 2
Focus 4
Forgery 1
Gambling 1
Gunnery 1
Heavy Weapons -
Householding -
Impress 1

Inquiry 2
Interrogation -
Knavery 2
Leadership -
Linguistics(D) 2
Lore(F) 2
Magna Carta 1
Melee 1
Navigation 6
Observe 4
Occult Arts -
Performance(G) -

Persuasion 3
Politics -
Redemption(H) 1
Remedy 2
Riding -
Science(I) -
Search 1
Security -
Seduction 1
Sensors 4
Shadowing -
Shoot 2

Sneak -
Stealth -
Stoic Body -
Stoic Mind -
Streetwise 1
Surgery -
Survival 1
Teaching 2
Think Machine 3
Trading -
Warfare -
Xenology(I) -

Skills + Roots

(C) Celestial Sailing 7
(C) Heavy Transport Vehicle 2
(C) Landcraft 6
(C) Skycraft Piloting 5
(D) Urthish 2
(D) Urthtech 1

(F) Jumpweb 4
(F) Spacesuit 3
(H) Tinkering 1

Skill Specialties

NAME DV
Very Hard 30
Hard 25
Challenging 20
Moderate 15
Easy 10
Piece of Cake 5

Standard Roll: 1D12 + Skill + Attribute /vs/ DV
Margin = Roll - DV
Margin > DV => Critical Success
Margin < 0 => Failure
Roll < 0 => Critical Failure
12 on D12 => Roll += another D12, etc
1 on D12 => Roll -= another D12, etc

[Optimistic Accent Roll]: min(NxD12) + Attribute + Skill (N-1xW) => margin = margin x N
[Pessimistic Accent Roll]: max(NxD12) + Attribute + Skill (N-1xW) => margin = margin / N
[God Mode Roll]: 12! + D12 + Attribute + Skill (4W) => margin = margin
[Pancreator Is My Bitch Roll]: GM mid(3D12) + Attribute + Skill (1W) => margin = margin
Melee/Fight additional damage = ((margin div 3)+DMG) x D6 + (margin mod 3) (Ex:8=>2D6+2)
XP: Primary/Occult Lvl: Tx5xp; Skill: Txp; Occult Power/Fighting Style: Tx3xp

HIT POINTS

40

Stamina

Penalty

1

Save

Shield Hits

8

Shield Power

Trigger Range

Head 12
Strong Arm .. 10-11
Torso 7-9
Weak Arm 5-6
Strong Leg 3-4
Weak Leg 1-2

Head

WA

SP

SA

SP

MW

SP

MW

SW

MW

SW

Torso

SW

WL

SP

SL

SP

MW

SP

MW

SW

MW

SW

SW

4

8

ok

MW

SW

Sanity

45

Psychosis

Incompatibility

0

Glamour

9

Current

Crushes

Wyrd

16

Current

Tabernacle

[illegible]

Cat	Tour of Duty	Pts	Details
0	Urthish	140	STR +3 CON +3 BOD +3 MOV +3 INT +3 WIL +3 TEM +3 PRE +3 REF +3 TEC +3 AGI +3 AWA +3 {Academia +2} {Athletics +2} {Fight +2} {Focus +2} {Observe +2} {Persuasion +2} {Teaching +2} {Linguistics (Urthish) +1} {Lore (undefined) +1}
10	Poor Class	5	TEM +1 {Knavery +1} {Streetwise +1}
10	Town	15	INT +1 PRE +2 AWA +1 {Athletics +1} {Inquiry +1} {Seduction +1}
20	Academy Charioteers	25	INT +1 PRE +2 REF +2 {Impress +1} {Remedy +1} {Driving (Heavy Transport Vehicle) +2} {Driving (Landcraft) +3} {Lore (Spacesuit) +2} {Redemption (Tinkering) +1} (Curious +2) (Nosy -2)
30	Starship Pilot	48	BOD +1 INT +2 WIL +2 PRE +1 REF +2 TEC +1 AWA +1 {Gunnery +1} {Magna Carta +1} {Melee +1} {Navigation +1} {Observe +1} {Remedy +1} {Sensors +1} {Shoot +1} {Think Machine +1} {Driving (Celestial Sailing) +4} {Driving (Skycraft Piloting) +1} {Lore (Jumpweb) +1} (Commission +3)
40	Academia Interrata Freshman	20	INT +1 TEC +1 {Navigation +3} {Sensors +2} {Think Machine +1} {Linguistics (Urthtech) +1} {Lore (Jumpweb) +2} {Driving (undefined) +1} {Lore (undefined) +1} {Redemption (undefined) +1} {Science (primary speciality) +2} {Science (secondary speciality) +0}
40	Traveller	20	CON +1 MOV +1 {Academia +2} {Empathy +1} {Forgery +1} {Inquiry +1} {Navigation +1} {Persuasion +1} {Search +1} {Survival +1} {Driving (undefined) +2} {Lore (undefined) +2} {Xenology (undefined) +1}
50	Promotion & Friends	7	{Ally +4} (Cash +1) (Rise Rank by 1 +2)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Notes
Ally	4		
Cash	1	100	
Commission	3	Ensign / Apprentice / Associate / Private / Associate	
Dark Secret	-1		
Rise Rank by 1	2		

Occult Arts

Stigma:

Pathes:

Lvl PathRitualG L P W AttSkillValue

LVL

0

DRK

0

Shortcut	Label	Score	Assets & Money		
Sailing a spaceship	TEG + Driving (Celestial Sailing)	13	Wallet Money: Bank Accounts:		
Fly an aircraft	REF + Driving (Skycraft Piloting)	13			
Convince someone with arguments	PRE + Persuasion	11			
Fight/Martial Arts	REF + Fight	10			
Deduce from data	INT + Inquiry	10			
Convince someone with bullshit	PRE + Knavery	10			
Stabilize wounds	INT + Remedy	10			
Fire a ranged weapon	REF + Shoot	10			
Keep focused on a task	WIL + Focus	9			
Prepare a legal case	INT + Magna Carta	9			
Melee	REF + Melee	9			
Notice something	AWA + Observe	9	Possessions, Gear & Equipment		
Charm others	PRE + Seduction	9			
Swimming	BOD + Athletics	7			
Search a place	AWA + Search	6			
Discern emotions	AWA + Empathy	5	Experience Details		
			Ability	Cuml. changes	OP Equiv
					XP spent