

SHAMIJ AL JABRA

Alliance

Scravens

FADING SUNS

BEYOND DARKNESS - DAL II

Player

DOGAN

Caste

Freefolk

Species

Urthish

Rank

Associate

Gender

male

Age

26

Height (cm)

176

Weight (kg)

58

Fixer

STR

6

strength

CON

4

constitution

BOD

4

body

MOV

5

movement

INT

6

intellect

WIL

5

willpower

TEM

5

temper

PRE

7

presence

TEC

4

tech

REF

4

reflexes

AGI

3

agility

AWA

10

awareness

REC

10

STR+CON

STA

1

BOD/2-1

END

40

(BOD+CON)x5

STU

8

BOD+CON

RES

12

WIL+PRE

DMG

1

STR/2-2

TOL

10

TEM+WIL

HUM

50

(TEM+WIL)x5

PAS

15

TEM+AWA

WYR

10

INT+REF

SPD

2

REF/2

RUN

10

MOVx2

Azurites

00000

Diamonds

00000

Rubies

00000

78

Experience Earned

23

Experience Spent

40

Experience Pool

Primary Attributes

Secondary Attributes

Academia 2
Acrobatics -
Acting -
Alchemy 1
Arts(A) -
Athletics 2
Beastcraft -
Bureaucracy -
Cybernetics -
Demolition -
Disguise -
Dodge 2

Dogma(B) -
Driving(C) 2
Empathy 1
Etiquette -
Fight 5
Focus 2
Forgery -
Gambling 2
Gunnery -
Heavy Weapons -
Householding -
Impress 5

Inquiry 4
Interrogation 1
Knavery 7
Leadership -
Linguistics(D) 2
Lore(F) 2
Magna Carta -
Melee -
Navigation -
Observe 4
Occult Arts -
Performance(G) -

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

Sneak 4
Stealth -
Stoic Body -
Stoic Mind -
Streetwise 7
Surgery -
Survival -
Teaching 2
Think Machine 2
Trading 5
Warfare -
Xenology(I) -

(C) Heavy Transport Vehicle 1
(C) Landcraft 1
(D) Scravens' Cant 2
(D) Urthish 2
(F) Aylon System 2
(F) Poisons & Drugs 5

(I) Archaeology 4

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

8

Shield Power

12

Trigger Range

8/12

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

5

SP

5

MW

MW

MW

SW

SW

SW

WL

5

SP

5

SP

5

MW

MW

MW

SW

SW

SW

4

8

ok

MW

SW

Sanity

50

Psychosis

0

Incompatibility

0

Glamour

15

Current

0

Crushes

0

Wyrd

10

Current

0

Tabernacle

0

Specialities & Rare Goods Provider

Armor	Cat	HE	TO	SA	WA	SL	WL	Enc	TL	
Samarkand Sawoq	Medium	0	5	5	5	5	5	1	6	
Weapon	Cat	Caliber	WA	DC	RE	CO	Clip	ROF	RNG	
Dirk	MELEE	n/a	0	2D6+1	ST	J	0	0	0	
Scravers Light Revolver	P	.32	0	1D6+2	ST	J	6	3	50	
Shield	min	MAX	Hits							
Sawoq Field	8	12	12							

[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	City	15	INT +2 AWA +2 {Inquiry +1} {Observe +1} {Streetwise +1}
10	Poor Class	5	TEM +1 {Knavery +1} {Streetwise +1}
20	Guildhall Scraver	25	STR +2 TEM +1 AWA +2 {Dodge +1} {Gambling +1} {Impress +1} {Inquiry +1} {Knavery +1} {Shoot +1} {Sneak +1} {Streetwise +1} {Linguistics (Scravers' Cant) +2} (Lucky at cards +2) (Possessive -2)
30	Market Merchant	48	CON +1 MOV +1 WIL +2 PRE +2 REF +1 TEC +1 AWA +2 {Fight +1} {Gambling +1} {Inquiry +2} {Knavery +1} {Observe +1} {Seduction +2} {Sneak +1} {Streetwise +2} {Trading +2} {Linguistics (undefined) +1} {Lore (undefined) +1} (Commission +3)
40	Street Cartel Thug	20	STR +1 BOD +1 AWA +1 {Alchemy +1} {Dodge +1} {Fight +2} {Impress +2} {Interrogation +1} {Knavery +1} {Shadowing +1} {Streetwise +2}
40	Standard Tour of Duty (double rounds)	20	(Custom tour for 20 pts)
50	Friends	7	(Ally +1) (Cash +1) (Contact +1) (Gossip Network +2) (Passage Contract +2)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Notes
Ally	1		Kleria Van Dyke
Cash	1	100	
Commission	3	Ensign / Apprentice / Associate / Private / Associate	
Contact	1		
Gossip Network	2	You have a network of informants planetwide.	
Passage Contract	2	Tramp Freighter	

Occult Arts											LVL	<div>0</div>
Stigma:												
Pathes:											DRK	<div>0</div>
Lvl	Path	Ritual		G	L	P	W	Att	Skill	Value		

Shortcut	Label	Score
Convince someone with bullshit	PRE + Knavery	14
Notice something	AWA + Observe	14
Deduce from data	INT + Inquiry	10
Fight/Martial Arts	REF + Fight	9
Convince someone with arguments	PRE + Persuasion	9
Charm others	PRE + Seduction	9
Keep focused on a task	WIL + Focus	7
Fire a ranged weapon	REF + Shoot	7
Swimming	BOD + Athletics	6
Discern emotions	AWA + Empathy	6
Avoid being hit	AGI + Dodge	5

Assets & Money

Wallet Money:

Bank Accounts:

Possessions, Gear & Equipment

Experience Details

Ability	Cuml. changes	OP Equiv	XP spent
Think Machine	0>2	2	3
Shadowing	1>3	2	5
Forgery	0>2	2	3
Bureaucracy	0>1	1	1
Empathy	1>2	1	2
Etiquette	0>1	1	1
Knavery	7>8	1	8
Gambling	2>5	3	12
Dodge	2>3	1	3
Alchemy	1>2	1	2
Performance (Dancing)	0>2	2	3
Sensors	0>4	4	10
Magna Carta	0>2	2	3
Seduction	2>3	1	3
Total expenditure is	...	24	59