

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

○○○○○

Diamonds

○○○○○

Rubies

○○○○○

63

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

SP

MW

MW

SW

MW

SW

Torso

SW

WL

5

SP

SL

5

SP

5

SP

MW

MW

SW

MW

SW

SW

4

8

ok

MW

SW

Sanity

50

Psychosis

Incompatibility

Glamour

15

Current

Crushes

Wyrd

10

Current

Tabernacle

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			

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 Glass	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 (Scravens' 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	Note
	n/a		Kleria Van Dyke
	n/a		
	n/a		
	n/a		
	n/a		
	n/a		

Occult Arts

Stigma:

Pathes:

Lvl

Path

Ritual

G

L

P

W

Att

Skill

Value

LVL

0

DRK

0

Shortcut	Label	Score	Assets & Money
Convince someone with bullshit	PRE + Knavery	14	Wallet Money: Bank Accounts:
Notice something	AWA + Observe	14	
Deduce from data	INT + Inquiry	10	
Fight/Martial Arts	REF + Fight	9	Possessions, Gear & Equipment
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	