

SOLOMON CUIRIAS

FADING SUNS  
DE AUTOMATUM LEGIS

Alliance

Musters

Player

Caste

Frefolk

Species

Urthish

Rank

Major

Gender

male

Age

52

Height (cm)

181

Weight (kg)

76

Man At Arms

STR 6 strength  
CON 5 constitution  
BOD 6 body  
MOV 4 movement  
INT 4 intellect  
WIL 6 willpower  
TEM 4 temper  
PRE 5 presence  
TEC 6 tech  
REF 7 reflexes  
AGI 5 agility  
AWA 5 awareness

REC 11 STR+CON  
STA 2 BOD/2-1  
END 55 (BOD+CON)x5  
STU 11 BOD+CON  
RES 11 WIL+PRE  
DMG 1 STR/2-2  
TOL 10 TEM+WIL  
HUM 50 (TEM+WIL)x5  
PAS 9 TEM+AWA  
WYR 11 INT+REF  
SPD 4 REF/2  
RUN 8 MOVx2

Azurites  
Diamonds  
Rubies

Experience Earned

Experience Spent

Experience Pool

Academia	2	Dogma(B)	-	Knavery	2	Redemption(H)	1	Stoic Mind	-
Acrobatics	1	Driving(C)	-	Leadership	1	Remedy	2	Streetwise	3
Acting	-	Empathy	-	Linguistics(D)	1	Riding	-	Surgery	-
Alchemy	-	Etiquette	-	Local Expert(E)	-	Science(I)	-	Surveillance	-
Arts(A)	-	Fight	5	Lore(F)	-	Search	1	Survival	1
Athletics	4	Focus	2	Magna Carta	1	Security	3	Teaching	2
Beastcraft	-	Forgery	2	Melee	5	Seduction	1	Think Machine	3
Bribery	-	Gambling	-	Navigation	-	Sensors	-	Trading	-
Bureaucracy	2	Gunnery	-	Observe	5	Shadowing	1	Warfare	-
Cryptography	1	Heavy Weapons	-	Occult Arts	-	Shoot	6	Xenology(I)	-
Cybernetics	1	Householding	-	Oratory	-	Sneak	-		
Demolition	-	Impress	2	Performance(G)	-	Spycraft	-		
Disguise	-	Inquiry	1	Persuasion	2	Stealth	-		
Dodge	2	Interrogation	1	Politics	-	Stoic Body	-		

(D) Urthish 2  
(H) Mech 2

NAME .....	DV	Standard Roll: 1D12 + Skill + Attribute /vs/ DV	Optimistic Accent Roll: min(2D12) + Attribute + Skill (1W) => margin = margin x 2
Very Hard .....	30	Margin = Roll - DV	Pessimistic Accent Roll: max(2D12) + Attribute + Skill (2W) => margin = margin / 2
Hard .....	25	Margin > DV => Critical Success	Melee/Fight additional damage = ((margin div 3)+DMG) x D6
Challenging .....	20	Margin < 0 => Failure	
Moderate .....	15	Roll < 0 => Critical Failure	
Easy .....	10	12 on D12 => Roll += another D12, etc	
Piece of Cake .....	5	1 on D12 => Roll -= another D12, etc	

HIT POINTS

55

Stamina

Penalty

2

Save

Shield Hits

11

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

5 SP

MW

5 SP

MW

SW

MW

SW

Torso

SW

WL

5 SP

SL

5 SP

MW

5 SP

MW

SW

MW

SW

SW

6

11

ok

MW

SW

Sanity

Psychosis

Incompatibility

50

Glamour

Current

Crushes

9

Wyrd

Current

Tabernacle

11