

MARX WHENGER

Alliance

Musters

FADING SUNS

BEYOND DARKNESS - DAL II

Player

ZAHARIELLE

Caste

Freefolk

Species

Urthish

Rank

Sergeant

Gender

male

Age

26

Height (cm)

187

Weight (kg)

95

Field Operator

STR

7

strength

CON

7

constitution

BOD

6

body

MOV

4

movement

INT

4

intellect

WIL

6

willpower

TEM

4

temper

PRE

4

presence

TEC

5

tech

REF

7

reflexes

AGI

5

agility

AWA

5

awareness

REC

14

STR+CON

STA

2

BOD/2-1

END

65

(BOD+CON)x5

STU

13

BOD+CON

RES

10

WIL+PRE

DMG

2

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

00000

Diamonds

00000

Rubies

00000

78

Experience Earned

38

Experience Spent

25

Experience Pool

Primary Attributes

Secondary Attributes

Academia

2

Acrobatics

2

Acting

-

Alchemy

-

Arts(A)

-

Athletics

4

Beastcraft

1

Bureaucracy

1

Cybernetics

1

Demolition

-

Disguise

-

Dodge

4

Dogma(B)

1

Driving(C)

1

Empathy

-

Etiquette

-

Fight

4

Focus

2

Forgery

2

Gambling

-

Gunnery

-

Heavy Weapons

1

Householding

-

Impress

3

Inquiry

-

Interrogation

-

Knavery

1

Leadership

-

Linguistics(D)

2

Lore(F)

2

Magna Carta

-

Melee

3

Navigation

1

Observe

5

Occult Arts

-

Performance(G)

-

Persuasion

2

Politics

-

Redemption(H)

1

Remedy

2

Riding

-

Science(I)

-

Search

1

Security

3

Seduction

1

Sensors

1

Shadowing

2

Shoot

5

Sneak

-

Stealth

-

Stoic Body

-

Stoic Mind

-

Streetwise

2

Surgery

-

Survival

4

Teaching

2

Think Machine

3

Trading

-

Warfare

4

Xenology(I)

-

Skills + Roots

(B) Vuldrok Erdgheist

1

(H) Mech

1

(C) Landcraft

4

(D) Urthish

2

(D) Vuldrok

1

(F) Gwynneth System

2

(F) Hargard System

2

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

65

Stamina

2

Penalty

Save

13

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

5

SP

SA

5

MW

SW

Torso

5

WL

5

SL

5

MW

SW

SW

SW

SW

SW

Sanity

50

Psychosis

0

Incompatibility

0

Recovery & Special Ops.

Glamour

9

Current

0

Crushes

0

Wyrd

11

Current

0

Tabernacle

0

Armor	Cat	HE	TO	SA	WA	SL	WL	Enc	TL
Samarkand Sawog	Medium	0	5	5	5	5	5	1	6

Weapon	Cat	Caliber	WA	DC	RE	CO	Clip	ROF	RNG
<i>Avaneir Medium Blaster</i>	P	n/a	0	6D6	VR	J	6	1	37
<i>Mitchau Medium Revolver</i>	P	.40	1	3D6	ST	L	6	3	77

Shield	min	MAX	Hits
<i>Sawoq Field</i>	8	12	12

Cyber Devices

Replacement	Reference	TL	Inc.	Comp.	Description	Cyberfeatures
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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	Average Class	5	PRE +1 {Seduction +1} {Lore (undefined) +1}
10	Country	15	STR +1 CON +1 MOV +1 TEM +1 {Athletics +1} {Beastcraft +1} {Lore (undefined) +1}
20	Street Muster	25	STR +1 CON +1 REF +1 TEC +1 AGI +1 {Impress +1} {Knavery +1} {Melee +1} {Remedy +1} {Search +1} {Shadowing +1} {Shoot +1} {Streetwise +2} {Driving (undefined) +1} {Bold +2} {Callous -2}
30	Mercenary Soldier	48	STR +1 CON +1 BOD +2 WIL +2 REF +2 TEC +1 AGI +1 {Athletics +1} {Dodge +1} {Fight +2} {Impress +1} {Melee +2} {Remedy +1} {Shadowing +1} {Shoot +3} {Survival +1} {Redemption (Mech) +1} {Driving (undefined) +1} {Commission +3}
40	Corporate Militia	20	CON +1 BOD +1 {Acrobatics +1} {Bureaucracy +1} {Cybernetics +1} {Dodge +1} {Forgery +2} {Observe +2} {Security +3} {Think Machine +2} {Driving (undefined) +1}
40	Star Nations Veteran (5007)	20	INT +1 WIL +1 AWA +1 {Navigation +1} {Observe +1} {Sensors +1} {Think Machine +1} {Dogma (Vuldrok Erdggeist) +1} {Linguistics (Vuldrok) +1} {Lore (Hargard System) +2} {Well-Traveled +3}
50	Promotion & Rewards	7	{Assets +5} {Rise Rank by 1 +2}

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Notes
Assets	5	5000	
Commission	3	Ensign / Apprentice / Associate / Private / Associate	
Rise Rank by 1	2		
Well-Traveled	3	Major house Fief	Royale House Hawkwood

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	Assets & Money			
Fire a ranged weapon	REF + Shoot	12	Wallet Money: Bank Accounts:			
Fight/Martial Arts	REF + Fight	11				
Swimming	BOD + Athletics	10				
Melee	REF + Melee	10				
Notice something	AWA + Observe	10				
Avoid being hit	AGI + Dodge	9				
Keep focused on a task	WIL + Focus	8				
Heavy weapon fire	REF + Heavy Weapons	8				
Roll to cover	MOV + Acrobatics	6				
Convince someone with arguments	PRE + Persuasion	6				
Stabilize wounds	INT + Remedy	6				
Search a place	AWA + Search	6	Possessions, Gear & Equipment			
Fill shipment border transit documents	INT + Bureaucracy	5				
Convince someone with bullshit	PRE + Knavery	5				
Charm others	PRE + Seduction	5				
			Experience Details			
Ability		Cuml. changes	OP Equiv	XP spent		
Driving (Landcraft)		2>4	2	7		
PA_AWA		4>5	5	25		
Heavy Weapons		0>2	2	3		
Gunnery		0>2	2	3		
Total expenditure is		...	9	38		