

FADING SUNS

BEYOND DARKNESS - DAL II

ANTON LIEBOV

Alliance

Royale House Decados

Player

QUALL210

Caste

Freefolk

Species

Urthish

Rank

Sargeant

Gender

male

Age

27

Height (cm)

183

Weight (kg)

72

Athletic ruski soldier in his late twenties.

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

REC 12 STR+CON
END 50 (BOD+CON)x5
RES 10 WIL+PRE
TOL 11 TEM+WIL
PAS 10 TEM+AWA
SPD 4 REF/2
STA 2 BOD/2-1
STU 10 BOD+CON
DMG 2 STR/2-2
HUM 55 (TEM+WIL)x5
WYR 11 INT+REF
RUN 12 MOVx2

Azurites

00000

Diamonds

00000

Rubies

00000

0 Experience Earned

0 Experience Spent

0 Experience Pool

Primary Attributes

Secondary Attributes

Academia 3
Acrobatics -
Acting -
Alchemy -
Arts(A) -
Athletics 5
Beastcraft 1
Bureaucracy 3
Cybernetics -
Demolition -
Disguise -
Dodge 5

Dogma(B) -
Driving(C) 3
Empathy 2
Etiquette 2
Fight 3
Focus 2
Forgery -
Gambling -
Gunnery 3
Heavy Weapons -
Householding -
Impress 1

Inquiry -
Interrogation -
Knavery 2
Leadership 2
Linguistics(D) 2
Lore(F) 3
Magna Carta -
Melee 5
Navigation 1
Observe 2
Occult Arts -
Performance(G) -

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

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

Skills + Roots

(C) Celestial Sailing 1
(C) Heavy Transport Vehicle 2
(C) Railway 1
(D) Ruski 1
(D) Urthish 2
(F) House Decados 1

(F) Jumpweb 1
(F) Malignatus System 1
(H) Mech 1
(H) Tinkering 2
(H) Volt 1
(I) Engineering 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

50

Stamina

2

Save

10

Shield Power

Penalty

Shield Hits

Trigger Range

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

Head

8

WA

8

MW

SW

WL

8

MW

SW

Torso

8

SL

8

MW

SW

5

ok

10

MW

SW

Sanity

55

Psychosis

Incompatibility

Glamour

10

Current

Crushes

Wyrd

11

Current

Tabernacle

Young soldier of the Royal House Decados, originating from the Malignatus System. He has spent most of his childhood working in the cane fields of Sbrimov Province, a backyard region where Decados serfs are treated like slaves. He should have died young from starving due to the oppressive rulership of Graf Azim Varnovicz Decados (Graf means Count for the Decados, old ruski/romanovish dialect). Has a valid man, he was recruited by the militia to serve in the Decados Navy just after the death of Graf Varnovicz (5008 AD), thanks to the change of leadership. He has since climbed the ladder on his own, believing in the fair rulership of the Graf Widow, young Graffina Saskia Varnovicz of House Decados. He has since won many battle and his proud to fight in her army.

Armor	Cat	HE	TO	SA	WA	SL	WL	Enc	TL
Armored Mesh Spacesuit	Medium	8	8	8	8	8	8	3	6

Weapon	Cat	Caliber	WA	DC	RE	CO	Clip	ROF	RNG
Battle Axe	MELEE	n/a	0	5D6	ST	N	0	0	0
Decados Crescent Dirk	MELEE	n/a	1	2D6+2	ST	J	0	0	0
Petrof D15 "Cadiz Coat"	P	n/a	-2	3D6	UR	P	4	1	30

Shield	min	MAX	Hits
--------	-----	-----	------

[illegible]

[20230319] [anton_leebov] (p2) [524] fics_Sheet | v0.9.5 | 2022 | Zaffarelli | generated with DP

Shortcut	Label	Score	Assets & Money
Melee	REF + <i>Melee</i>	12	Wallet Money: Bank Accounts:
Swimming	BOD + <i>Athletics</i>	10	
Avoid being hit	AGI + <i>Dodge</i>	10	
Fight/Martial Arts	REF + <i>Fight</i>	10	
Fire a ranged weapon	REF + <i>Shoot</i>	10	
Discern emotions	AWA + <i>Empathy</i>	8	
Fill shipment border transit documents	INT + <i>Bureaucracy</i>	7	Possessions, Gear & Equipment
Keep focused on a task	WIL + <i>Focus</i>	7	
Convince someone with bullshit	PRE + <i>Knavery</i>	7	
Give orders to subsidiaries	PRE + <i>Leadership</i>	7	
Convince someone with arguments	PRE + <i>Persuasion</i>	7	
Notice something	AWA + <i>Observe</i>	6	
Stabilize wounds	INT + <i>Remedy</i>	5	
Sailing a spaceship	TEG + <i>Driving (Celestial Sailing)</i>	5	
Maintain celestial ship propellers thrust	TEG + <i>Science (Engineering)</i>	5	