

MARCUS ZEMECKIS

Alliance

Engineers

FADING SUNS

BEYOND DARKNESS - DAL II

Player

HUITZY_KAWEK

Caste

Freefolk

Species

Urthish

Rank

Apprentice

Gender

male

Age

24

Height (cm)

172

Weight (kg)

63

Clockworking Apprentice

STR 3 strength
BOD 4 body
INT 8 intellect
TEM 3 temper
TEC 10 tech
AGI 3 agility
CON 4 constitution
MOV 4 movement
WIL 6 willpower
PRE 5 presence
REF 5 reflexes
AWA 8 awareness

REC 7 STR+CON
END 40 (BOD+CON)x5
RES 11 WIL+PRE
TOL 9 TEM+WIL
PAS 11 TEM+AWA
SPD 3 REF/2
STA 1 BOD/2-1
STU 8 BOD+CON
DMG 0 STR/2-2
HUM 45 (TEM+WIL)x5
WYR 13 INT+REF
RUN 8 MOVx2

Azurites 00000

Diamonds 00000

Rubies 00000

63 Experience Earned

46 Experience Spent

17 Experience Pool

Primary Attributes

Secondary Attributes

Academia 3
Acrobatics -
Acting -
Alchemy 1
Arts(A) 1
Athletics 3
Beastcraft -
Bureaucracy -
Cybernetics 3
Demolition -
Disguise -
Dodge 2

Dogma(B) -
Driving(C) 1
Empathy 2
Etiquette 2
Fight 2
Focus 4
Forgery -
Gambling -
Gunnery -
Heavy Weapons -
Householding -
Impress -

Inquiry 2
Interrogation -
Knavery 2
Leadership -
Linguistics(D) 4
Lore(F) 3
Magna Carta 1
Melee 1
Navigation -
Observe 7
Occult Arts -
Performance(G) 1

Persuasion 2
Politics -
Redemption(H) 4
Remedy -
Riding -
Science(I) 3
Search -
Security -
Seduction -
Sensors 1
Shadowing -
Shoot 2

Sneak -
Stealth -
Stoic Body -
Stoic Mind -
Streetwise 1
Surgery -
Survival -
Teaching 2
Think Machine 4
Trading -
Warfare -
Xenology(I) 1

Skills + Roots

(A) Sculpture 4
(C) Celestial Sailing 2
(D) Latin 2
(D) Ukari 1
(D) Urthish 2
(D) Urthtech 2

(F) Aylon System 2
(F) Clockworking 2
(F) Leagueheim System 1
(G) Dancing 1
(H) Clockworking 3
(H) Forbidden Lore 4

(H) Mech 3
(H) Volt 3
(I) Clockworking 4
(I) Cybernetics 2
(I) Engineering 5
(I) Ur Ukar 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

40

Stamina

1

Penalty

Save

8

Shield Hits

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

MW

5 SP

MW

SW

MW

SW

Torso

SW

WL

5 SP

SL

5 SP

MW

5 SP

MW

SW

MW

SW

SW

4

8

ok

MW

SW

Sanity

45

Psychosis

Incompatibility

Glamour

11

Current

Crushes

Wyrd

13

Current

Tabernacle

Nephew of Balthazar Zemeckis. Sister: Leslie Zemeckis (23) Brother: Tomas Zemeckis (16)

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 Medium Revolver				P	.40	0	3D6		VR	L	6	3	77						

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	Wealthy Class	5	PRE +1 {Linguistics (Latin) +1} {Linguistics (Urthish) +1}
20	Academy Engineers	25	INT +1 REF +1 TEC +3 {Inquiry +1} {Think Machine +1} {Linguistics (Urthtech) +1} {Redemption (Mech) +2} {Redemption (Volt) +1} {Science (primary speciality) +3} {Science (secondary speciality) +1} (Innovative +2) (Unnerving -2)
30	Starship Engineer	48	BOD +1 MOV +1 INT +2 WIL +2 TEC +3 AWA +1 {Academia +1} {Cybernetics +1} {Focus +2} {Melee +1} {Observe +2} {Sensors +1} {Think Machine +1} {Driving (Celestial Sailing) +1} {Redemption (Forbidden Lore) +2} {Redemption (Mech) +1} {Redemption (Volt) +1} {Science (Engineering) +1} {Commission +3}
40	Clockmaker	20	TEC +1 AWA +1 {Cybernetics +2} {Observe +2} {Arts (Sculpture) +4} {Redemption (Clockworking) +2} {Science (Clockworking) +2} {Science (Cybernetics) +2}
40	Standard Tour of Duty (double rounds)	20	(Custom tour for 20 pts)
50	Friends & Rewards	7	(Ally +2) (Assets +3) (Gossip Network +2)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Note
	n/a		
	n/a		
	n/a		3000
	n/a		Ensign / Apprentice / Associate / Private / Associate
	n/a		You have a network of informants planetwide.

Occult Arts

Stigma:

Pathes:

Lvl

Path

Ritual

G

L

P

W

Att

Skill

Value

LVL

0

DRK

0

Shortcut	Label	Score	Assets & Money
Notice something	AWA + Observe	15	Wallet Money: Bank Accounts:
Maintain celestial ship propellers thrust	TEC + Science (Engineering)	15	
Fix Proscribed Technology	TEC + Redemption (Forbidden Lore)	14	
Sailing a spaceship	TEC + Driving (Celestial Sailing)	12	
Surgically implant cyber	TEC + Cybernetics	12	
Keep focused on a task	WIL + Focus	10	
Deduce from data	INT + Inquiry	10	Possessions, Gear & Equipment
Prepare a legal case	INT + Magna Carta	9	
Swimming	BOD + Athletics	7	
Fight/Martial Arts	REF + Fight	7	
Convince someone with bullshit	PRE + Knavery	7	
Convince someone with arguments	PRE + Persuasion	7	
Fire a ranged weapon	REF + Shoot	7	
Melee	REF + Melee	6	
Avoid being hit	AGI + Dodge	5	
Discern emotions	AWA + Empathy	5	