

FADING SUNS

BEYOND DARKNESS - DAL II

IVAN KNOPLICZ

Alliance

Engineers

Player

Caste

Freefolk

Species

Urthish

Rank

Gender

male

Age

42

Height (cm)

150

Weight (kg)

50

A tall engineer with a predatory look.

STR 3 constitution
strength
BOD 3 movement
body
INT 8 willpower
intellect
TEM 4 presence
temper
TEC 7 reflexes
tech
AGI 4 awareness
agility

REC 6 STA
STR+CON
END 1
(BOD+CON)x5
RES 30
WIL+PRE
TOL 6
TEM+WIL
PAS 45
TEM+AWA
SPD 13
REF/2

Azurites
Diamonds
Rubies

Experience Earned
Experience Spent
Experience Pool

Primary Attributes

Secondary Attributes

Academia 3
Acrobatics -
Acting -
Alchemy -
Arts(A) -
Athletics 2
Beastcraft -
Bureaucracy -
Cybernetics 4
Demolition -
Disguise -
Dodge -

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

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

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

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

Skills + Roots

(D) Latin 1
(D) Urthish 2
(D) Urthtech 4
(F) Energy Weapons 2
(F) Second Republic Tech 2
(H) Forbidden Lore 5

(H) Mech 3
(H) Volt 2
(I) Cybernetics 6

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

30

Stamina

1

Save

6

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

WA

SP

SA

SP

MW

SP

MW

SW

MW

SW

Torso

SW

WL

SP

SL

SP

MW

SP

MW

SW

MW

SW

SW

3

6

ok

MW

SW

Sanity

45

Psychosis

Incompatibility

0

Glamour

11

Current

Crushes

Wyrd

13

Current

Tabernacle