

# FADING SUNS

## BEYOND DARKNESS - DAL II

CORTI VAN DYKE

Alliance

Scravens

Player

Caste

Freefolk

Species

Urthish

Rank

Little Sister

Gender

female

Age

18

Height (cm)

150

Weight (kg)

50

STR

4

strength

CON

4

constitution

BOD

3

body

MOV

4

movement

INT

6

intellect

WIL

5

willpower

TEM

6

temper

PRE

6

presence

TEC

4

tech

REF

5

reflexes

AGI

4

agility

AWA

7

awareness

REC

8

STR+CON

STA

1

BOD/2-1

END

35

(BOD+CON)x5

STU

7

BOD+CON

RES

11

WIL+PRE

DMG

0

STR/2-2

TOL

11

TEM+WIL

HUM

55

(TEM+WIL)x5

PAS

13

TEM+AWA

WYR

11

INT+REF

SPD

3

REF/2

RUN

8

MOVx2

Azurites

00000

Diamonds

00000

Rubies

00000

0

Experience Earned

0

Experience Spent

0

Experience Pool

Primary Attributes

Secondary Attributes

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

Dogma(B) -  
Driving(C) -  
Empathy 4  
Etiquette -  
Fight 2  
Focus 3  
Forgery 1  
Gambling 2  
Gunnery -  
Heavy Weapons -  
Householding -  
Impress -

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

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

Sneak -  
Stealth 2  
Stoic Body -  
Stoic Mind -  
Streetwise 4  
Surgery 3  
Survival -  
Teaching 2  
Think Machine -  
Trading -  
Warfare -  
Xenology(I) -

Nursing 1  
(D) Scravens' Cant 2  
(D) Urthish 1  
(H) Tinkering 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

35

Stamina

Penalty

1

Save

Shield Hits

7

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

SP

MW

SP

MW

SW

MW

SW

Torso

WL

SP

SL

SP

MW

SP

MW

SW

MW

SW

SW

3

7

ok

MW

SW

Sanity

55

Psychosis

Incompatibility

Glamour

Current

Crushes

13

Wyrd

Current

Tabernacle

11

Armor		Cat	HE	TO	SA	WA	SL	WL	Enc	TL			
Weapon	Cat	Caliber	WA	DC	RE	CO	Clip	ROF	RNG				
							Shield	min	MAX	Hits			

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	Poor Class	5	TEM +1 {Knavery +1} {Streetwise +1}
20	Street Scravers	25	STR +1 MOV +1 AGI +1 AWA +2 {Dodge +1} {Gambling +1} {Knavery +1} {Shoot +2} {Stealth +1} {Streetwise +2} {Linguistics (Scravers' Cant) +2} (Lucky at cards +2) (Possessive -2)
50	Promotion & Friends	7	{Ally +4} (Cash +1) (Rise Rank by 1 +2)

Blessing/Curse	Value	Description
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Benefice/Affliction	Value	Description	Note
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n/a

n/a

n/a

## Occult Arts

Stigma:

Pathes:

LVL

0

DRK

0

Lvl	Path	Ritual	G	L	P	W	Att	Skill	Value
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Shortcut	Label	Score	Assets & Money			
Notice something	AWA + Observe	10	Wallet Money:			
			Bank Accounts:			
Deduce from data	INT + Inquiry	6				
Swimming	BOD + Athletics	5				
Avoid being hit	AGI + Dodge	5				
Fight/Martial Arts	REF + Fight	5				
Keep focused on a task	WIL + Focus	5				
Convince someone with bullshit	PRE + Knavery	5	Possessions, Gear & Equipment			
Convince someone with arguments	PRE + Persuasion	5				
Fire a ranged weapon	REF + Shoot	5				