FADING SUNS
BEYOND DARKNESS - DAL II

JOSEF BARANOF

Alliance — *Royale House Decados*

Player	FISH
Caste	Nobility
Species	Urthish
Rank	Valgraf
Gender	male	Age	29
Height (cm)	173	Weight (kg)	65

Lord-Commander of the Black Den

Primary Attributes

STR strength	4	**CON** constitution	3
BOD body	4	**MOV** movement	3
INT intellect	7	**WIL** willpower	7
TEM temper	4	**PRE** presence	8
TEC tech	3	**REF** reflexes	6
AGI agility	4	**AWA** awareness	8

Secondary Attributes

REC STR+CON	7	**STA** BOD/2-1	1
END (BOD+CON)x5	35	**STU** BOD+CON	7
RES WIL+PRE	15	**DMG** STR/2-2	0
TOL TEM+WIL	11	**HUM** (TEM+WIL)x5	55
PAS TEM+AWA	12	**WYR** INT+REF	13
SPD REF/2	3	**RUN** MOVx2	6

Azurites ○○○○○
Diamonds ○○○○○
Rubies ○○○○○

70	Experience Earned
70	Experience Spent
0	Experience Pool

Skills + Roots

Academia	2	Dogma(B)	-	Inquiry	1	Persuasion	7
Acrobatics	1	Driving(C)	1	Interrogation	-	Politics	2
Acting	-	Empathy	2	Knavery	4	Redemption(H)	-
Alchemy	-	Etiquette	5	Leadership	3	Remedy	2
Arts(A)	-	Fight	2	Linguistics(D)	5	Riding	-
Athletics	2	Focus	2	Lore(F)	5	Science(I)	-
Beastcraft	-	Forgery	1	Magna Carta	-	Search	-
Bureaucracy	-	Gambling	1	Melee	3	Security	1
Cybernetics	1	Gunnery	-	Navigation	-	Seduction	5
Demolition	-	Heavy Weapons	-	Observe	5	Sensors	-
Disguise	-	Householding	-	Occult Arts	-	Shadowing	-
Dodge	4	Impress	5	Performance(G)	-	Shoot	4

Sneak	1
Stealth	3
Stoic Body	-
Stoic Mind	2
Streetwise	2
Surgery	-
Survival	-
Teaching	2
Think Machine	-
Trading	-
Warfare	-
Xenology(J)	-

Skill Specialties

(C) Skimmer bike	2	(F) Cyber Black Market	2
(D) Franken	1	(F) House Decados	2
(D) Kurgan	1	(F) Pandemonium System	1
(D) Saudi	1	(F) Poisons & Drugs	2
(D) Saxon	1	(F) Rampart System	2
(D) Urthish	2		

NAME .... DV	Standard Roll: 1D12 + Skill + Attribute /vs/ DV	(Optimistic Accent Roll): min(NxD12) + Attribute + Skill (N-1xW) => margin = margin x N
Very Hard 30	Margin = Roll - DV	(Pessimistic Accent Roll): max(NxD12) + Attribute + Skill (N-1xW) => margin = margin / N
Hard 25	Margin > DV => Critical Success	(God Mode Roll): 12! + D12 + Attribute + Skill (4W) => margin = margin
Challenging 20	Margin < 0 => Failure	(Pancreator Is My Bitch Roll): GM mid(3D12) + Attribute + Skill (1W) => margin = margin
Moderate 15	Roll < 0 => Critical Failure	Melee/Fight additional damage = ((margin div 3)+DMG) x D6 + (margin mod 3) (Ex:8=>2D6+2)
Easy 10	12 on D12 => Roll += another D12, etc	XP: Primary/Occult Lvl: Tx5xp; Skill: Txp; Occult Power/Fighting Style: Tx3xp
Piece of Cake 5	1 on D12 => Roll -= another D12, etc	

HIT POINTS
35

Stamina 1

Penality

Save 7

Shield Hits

Shield Power 10

Trigger Range 10/15

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

Head

WA	Head	SA
6 SP	6 SP	6 SP
MW	MW	MW
SW	SW	SW

Torso

WL	Torso	SL
6 SP	6 SP	6 SP
MW	MW	MW
SW	SW	SW

4   7
ok   MW   SW

Sanity	Psychosis	Incompatibility
55		14

Glamour	Current	Crushes
12		

Wyrd	Current	Tabernacle
13		

Young baron fighting a vendetta plotted against him by his house.

Armor

Armor	Cat	HE	TO	SA	WA	SL	WL	Enc	TL
Avaneir Anti Riot Suit	Medium	6	6	6	6	6	6	3	5
Synthsilk	Soft	0	3	3	3	3	3	0	6

Weapon

Weapon	Cat	Caliber	WA	DC		RE	CO	Clip	ROF	RNG
Rasputin X12	P	n/a	4	4D6		VR	J	12	1	37
Severus Sting	MELEE	n/a	1	3D6+1		ST	L	0	0	1

Shield

Shield	min	MAX	Hits
Standard	10	15	10

Cyber Devices

Replacement	Reference	TL	Inc.	Comp.	Description	Cyberfeatures
Right Eye	Baranof Eye with Van Dyke Enhancement	6	11	13	The right eye of Josef Baranof. Added video recorder bus to allow recordings to arm dataslot. Standard usage of cybertraits is ok for 1 minute. REC roll DV 10 required for each continuous minute. REC Roll DV 15 if recording is on.	Self-powered [Power Source:1], Synthflesh [Material:2], Superior [Quality:1], Cybersense (Magnifier/Telescope) [Trait:1], Cybersense (Infrared) [Trait:3], Cybersense (Camera) [Trait:3], Cybersense (Video) [Trait:3], Organic [Attachment:-2], Incognito [Look:1]
Right Arm	Baranof Arm (Van Dyke upgrade)	6	3	9	The right arm of Baron Josef Baranof and how it was replaced in december 5017 AD by Floyd Carnau in Miret. Contains a data interface linked to the central nervous system.	Self-powered [Power Source:1], Synthflesh [Material:2], Master Guildwork [Quality:2], Think Machine (Data Interface 1) [Trait:1], Replacement Limb [Trait:2], Incognito [Look:1]

FuZion Interlock Custom System v8.0

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	Landless Decados	20	WIL +1 REF +2 AWA +2 {Knavery +1} {Melee +1} {Observe +1} {Sneak +1} {Stealth +1} {Suspicious +2} (Vain –2)
20	Diplomacy Intrigue	25	INT +2 WIL +1 PRE +1 AWA +1 {Etiquette +2} {Inquiry +1} {Knavery +1} {Observe +1} {Persuasion +1} {Seduction +2} {Stealth +1} {Arts (undefined) +1}
30	Court Ambassador	48	INT +2 WIL +2 TEM +1 PRE +2 REF +1 AWA +2 {Etiquette +2} {Knavery +2} {Observe +1} {Persuasion +4} {Seduction +2} {Stealth +1} {Linguistics (Urthish) +1} {Arts (undefined) +1} {Lore (undefined) +1} (Nobility +3)
40	Fief Holder	20	PRE +2 {Empathy +1} {Etiquette +1} {Gambling +1} {Impress +1} {Leadership +3} {Security +1} {Seduction +1} {Lore (undefined) +2} (Retinue +3)
40	Cybernetics Tweaked	20	(Medium Cyber Package +20)
50	Promotion & Rewards	7	(Assets +5) (Rise Rank by 1 +2)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Notes
Assets	5	5000	
Medium Cyber Package	20	One notable enhancement.	
Nobility	3	Knight	
Retinue	3		
Rise Rank by 1	2		
Vendetta	–3		

Occult Arts

Stigma:

Pathes:

LVL [0]

DRK [0]

Lvl	Path	Ritual	G	L	P	W	Att	Skill	Value

Shortcut	Label	Score
Convince someone with arguments	PRE + Persuasion	15
Notice something	AWA + Observe	13
Charm others	PRE + Seduction	13
Convince someone with bullshit	PRE + Knavery	12
Give orders to subsidiaries	PRE + Leadership	11
Fire a ranged weapon	REF + Shoot	10
Keep focused on a task	WIL + Focus	9
Melee	REF + Melee	9
Stabilize wounds	INT + Remedy	9
Iron will	WIL + Stoic Mind	9
Avoid being hit	AGI + Dodge	8
Fight/Martial Arts	REF + Fight	8
Deduce from data	INT + Inquiry	8
Swimming	BOD + Athletics	6
Discern emotions	AWA + Empathy	6
Roll to cover	MOV + Acrobatics	4

Assets & Money

Wallet Money:

Bank Accounts:

Possessions, Gear & Equipment

Experience Details

Ability	Cuml. changes	OP Equiv	XP spent
PA_AGI	3>4	5	20
Impress	1>5	4	14
Dodge	1>4	3	9
Acrobatics	0>2	2	3
Stoic Mind	1>2	1	2
Streetwise	0>2	2	3
Remedy	0>2	2	3
Cyber Tweaked	20>22	2	2
Linguistics (Saxon)	0>1	1	1
Linguistics (Kurgan)	0>1	1	1
Linguistics (Franken)	0>1	1	1
Linguistics (Saudi)	0>1	1	1
Shoot	0>4	4	10
Total expenditure is	...	27	70