

ANTON LIEBOV

Alliance

Royale House Decados

# FADING SUNS

## BEYOND DARKNESS - DAL II

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

6

strength

CON

5

constitution

BOD

5

body

MOV

6

movement

INT

4

intellect

WIL

6

willpower

TEM

6

temper

PRE

5

presence

TEC

4

tech

REF

6

reflexes

AGI

4

agility

AWA

4

awareness

REC

11

STR+CON

STA

2

BOD/2-1

END

50

(BOD+CON)x5

STU

10

BOD+CON

RES

11

WIL+PRE

DMG

1

STR/2-2

TOL

12

TEM+WIL

HUM

60

(TEM+WIL)x5

PAS

10

TEM+AWA

WYR

10

INT+REF

SPD

3

REF/2

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 2  
Bureaucracy 3  
Cybernetics -  
Demolition -  
Disguise -  
Dodge 4

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 4  
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 2  
(C) Heavy Transport Vehicle 2  
(C) Railway 1  
(D) Ruski 2  
(D) Urthish 2  
(F) House Decados 2

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

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

Penalty

Save

10

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

8

WA

8

SP

SA

8

SP

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

MW

SW

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
--------	-----	-----	------

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	Country	15	STR +1 CON +1 MOV +1 TEM +1 {Athletics +1} {Beastcraft +1} {Lore (undefined) +1}
10	Poor Glass	5	TEM +1 {Knavery +1} {Streetwise +1}
20	Guildhall Charioteers	25	INT +1 PRE +2 REF +2 {Empathy +1} {Impress +1} {Remedy +1} {Driving (Heavy Transport Vehicle) +2} {Driving (Railway) +1} {Redemption (Tinkering) +2} {Linguistics (undefined) +1} {Lore (undefined) +1} {Curious +2} (Nosy -2)
30	Royale House Soldier	48	STR +1 CON +1 BOD +1 MOV +1 WIL +2 REF +1 TEC +1 AGI +1 AWA +1 {Academia +1} {Bureaucracy +1} {Dodge +2} {Empathy +1} {Etiquette +2} {Security +2} {Sensors +1} {Shoot +2} {Driving (undefined) +1} {Lore (undefined) +2} (Commission +3)
40	Military Officer	20	BOD +1 TEM +1 {Athletics +2} {Bureaucracy +2} {Dodge +1} {Fight +1} {Leadership +2} {Melee +1} {Shoot +1} {Warfare +2} {Lore (undefined) +2}
40	Standard Tour of Duty (double rounds)	20	(Custom tour for 20 pts)
50	High Promotion	7	(Cash +3) (Rise Rank By 2 +4)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Note
	n/a		600
	n/a		Ensign / Apprentice / Associate / Private / Associate
	n/a		
	n/a		Transport
	n/a		
	n/a		

Occult Arts

Stigma:

Pathes:

Lvl

Path

Ritual

G

L

P

W

Att

Skill

Value

LVL

0

DRK

0

Shortcut	Label	Score	Assets & Money
Swimming	BOD + Athletics	10	Wallet Money: Bank Accounts:
Melee	REF + Melee	10	
Fight/Martial Arts	REF + Fight	9	Possessions, Gear & Equipment
Fire a ranged weapon	REF + Shoot	9	
Avoid being hit	AGI + Dodge	8	
Discern emotions	AWA + Empathy	8	
Keep focused on a task	WIL + Focus	8	
Fill shipment border transit documents	INT + Bureaucracy	7	
Convince someone with bullshit	PRE + Knavery	7	
Give orders to subsidiaries	PRE + Leadership	7	
Convince someone with arguments	PRE + Persuasion	7	
Notice something	AWA + Observe	6	
Sailing a spaceship	TEC + Driving (Celestial Sailing)	6	
Maintain celestial ship propellers thrust	TEC + Science (Engineering)	6	
Stabilize wounds	INT + Remedy	5	