

MARX WHENGER

Alliance

Musters

FADING SUNS

BEYOND DARKNESS - DAL II

Player

ZAHARIELLE

Caste

Freefolk

Species

Urthish

Rank

Sergeant

Gender

male

Age

26

Height (cm)

187

Weight (kg)

95

Field Operator

STR

7

strength

CON

7

constitution

BOD

6

body

MOV

4

movement

INT

4

intellect

WIL

6

willpower

TEM

4

temper

PRE

4

presence

TEC

5

tech

REF

7

reflexes

AGI

5

agility

AWA

5

awareness

REC

14

STR+CON

STA

2

BOD/2-1

END

65

(BOD+CON)x5

STU

13

BOD+CON

RES

10

WIL+PRE

DMG

2

STR/2-2

TOL

10

TEM+WIL

HUM

50

(TEM+WIL)x5

PAS

9

TEM+AWA

WYR

11

INT+REF

SPD

4

REF/2

RUN

8

MOVx2

Azurites

00000

Diamonds

00000

Rubies

00000

63

Experience Earned

35

Experience Spent

28

Experience Pool

Primary Attributes

Secondary Attributes

Academia 2
Acrobatics 2
Acting -
Alchemy -
Arts(A) -
Athletics 4
Beastcraft 1
Bureaucracy 1
Cybernetics 1
Demolition -
Disguise -
Dodge 4

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

Inquiry -
Interrogation -
Knavery 1
Leadership -
Linguistics(D) 2
Lore(F) 2
Magna Carta -
Melee 3
Navigation 1
Observe 5
Occult Arts -
Performance(G) -

Persuasion 2
Politics -
Redemption(H) 1
Remedy 2
Riding -
Science(I) -
Search 1
Security 3
Seduction 1
Sensors 1
Shadowing 2
Shoot 5

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

Skills + Roots

(B) Vuldrok Erdgheist 1
(C) Landcraft 4
(D) Urthish 2
(D) Vuldrok 1
(F) Gwynneth System 2
(F) Hargard System 2

(H) Mech 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

65

Stamina

Penalty

2

Save

Shield Hits

13

Shield Power

Trigger Range

12

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

5

SP

MW

SW

MW

SW

Torso

SW

WL

5

SP

5

SP

MW

SW

MW

SW

SW

6

13

ok

MW

SW

Sanity

50

Psychosis

Incompatibility

Glamour

Current

Crushes

9

Wyrd

Current

Tabernacle

11

Recovery & Special Ops.

Armor			Cat			HE	TO	SA	WA	SL	WL	Enc	TL			
Samarkand Sawoq			Medium			0	5	5	5	5	5	1	6			
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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	Average Glass	5	PRE +1 {Seduction +1} {Lore (undefined) +1}
10	Country	15	STR +1 CON +1 MOV +1 TEM +1 {Athletics +1} {Beastcraft +1} {Lore (undefined) +1}
20	Street Muster	25	STR +1 CON +1 REF +1 TEC +1 AGI +1 {Impress +1} {Knavery +1} {Melee +1} {Remedy +1} {Search +1} {Shadowing +1} {Shoot +1} {Streetwise +2} {Driving (undefined) +1} (Bold +2) (Callous -2)
30	Mercenary Soldier	48	STR +1 CON +1 BOD +2 WIL +2 REF +2 TEC +1 AGI +1 {Athletics +1} {Dodge +1} {Fight +2} {Impress +1} {Melee +2} {Remedy +1} {Shadowing +1} {Shoot +3} {Survival +1} {Redemption (Mech) +1} {Driving (undefined) +1} (Commission +3)
40	Corporate Militia	20	CON +1 BOD +1 {Acrobatics +1} {Bureaucracy +1} {Cybernetics +1} {Dodge +1} {Forgery +2} {Observe +2} {Security +3} {Think Machine +2} {Driving (undefined) +1}
40	Star Nations Veteran (5007)	20	INT +1 WIL +1 AWA +1 {Navigation +1} {Observe +1} {Sensors +1} {Think Machine +1} {Dogma (Vuldrok Erdgheist) +1} {Linguistics (Vuldrok) +1} {Lore (Hargard System) +2} (Well-Traveled +3)
50	Promotion & Rewards	7	(Assets +5) (Rise Rank by 1 +2)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Note
	n/a		5000
	n/a		Ensign / Apprentice / Associate / Private / Associate
	n/a		
	n/a		Major house Fief

Occult Arts

Stigma:

Pathes:

Lvl PathRitualG L P W AttSkillValue

LVL

0

DRK

0

Shortcut	Label	Score	Assets & Money
Fire a ranged weapon	REF + Shoot	12	Wallet Money: Bank Accounts:
Fight/Martial Arts	REF + Fight	11	
Swimming	BOD + Athletics	10	
Melee	REF + Melee	10	
Notice something	AWA + Observe	10	
Avoid being hit	AGI + Dodge	9	
Keep focused on a task	WIL + Focus	8	Possessions, Gear & Equipment
Heavy weapon fire	REF + Heavy Weapons	8	
Roll to cover	MOV + Acrobatics	6	
Convince someone with arguments	PRE + Persuasion	6	
Stabilize wounds	INT + Remedy	6	
Search a place	AWA + Search	6	
Fill shipment border transit documents	INT + Bureaucracy	5	
Convince someone with bullshit	PRE + Knavery	5	
Charm others	PRE + Seduction	5	