

FADING SUNS

BEYOND DARKNESS - DAL II

ANTON LIEBOV

Alliance

Royale House Decados

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

7

strength

CON

5

constitution

BOD

5

body

MOV

6

movement

INT

4

intellect

WIL

5

willpower

TEM

6

temper

PRE

5

presence

TEC

4

tech

REF

7

reflexes

AGI

5

agility

AWA

4

awareness

REC

12

STR+CON

STA

2

BOD/2-1

END

50

(BOD+CON)x5

STU

10

BOD+CON

RES

10

WIL+PRE

DMG

2

STR/2-2

TOL

11

TEM+WIL

HUM

55

(TEM+WIL)x5

PAS

10

TEM+AWA

WYR

11

INT+REF

SPD

4

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 1
Bureaucracy 3
Cybernetics -
Demolition -
Disguise -
Dodge 5

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 5
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 1
(C) Heavy Transport Vehicle 2
(C) Railway 1
(D) Ruski 1
(D) Urthish 2
(F) House Decados 1

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

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

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SP

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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							

[illegible]

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 Class	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
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Benefice/Affliction	Value	Description	Notes
Cash	3	600	
Commission	3	Ensign / Apprentice / Associate / Private / Associate	
Oath of Fealty	-1		
Passage Contract	4	Transport	
Professional Contract	6		
Rise Rank By 2	4		

Occult Arts

LVL

Stigma:

DRK

Lvl Path Ritual G L P W Att Skill Value

Shortcut	Label	Score	Assets & Money			
Melee	REF + Melee	12	Wallet Money:			
Swimming	BOD + Athletics	10	Bank Accounts:			
Avoid being hit	AGI + Dodge	10				
Fight/Martial Arts	REF + Fight	10				
Fire a ranged weapon	REF + Shoot	10				
Discern emotions	AWA + Empathy	8				
Fill shipment border transit documents	INT + Bureaucracy	7				
Keep focused on a task	WIL + Focus	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	Possessions, Gear & Equipment			
Stabilize wounds	INT + Remedy	5				
Sailing a spaceship	TEC + Driving (Celestial Sailing)	5				
Maintain celestial ship propellers thrust	TEC + Science (Engineering)	5				

[illegible]