

UMBRA

Trait

Name

Name Die

Missions Completed

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Bonus

Insight

Grace

Body

Will

Edge

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Essence Costs

- 1 Open end die
- 1 +1d6 for 1 roll
- 2 Re-roll one die
- 2 Move self 1 range
- 2 No penalty for 1 exchange
- 3 +1d8 for 1 roll
- 4 Attack again
- 4 Re-roll any/all dice
- 5 Spirit weapon

Favors

Medic

Info

Systems

Magic

Contact

Athletics

Cunning

Intrusion

Contacts

Essence

0 0 0 0 0 0 0

Earning Edge

- 1 Remove 4 impair levels
- 1 Completed mission
- 1 Challenge mission

Defend

Close

Firefight

Support

Rep

Advances spent:

Advantage Dice

Combat

Choose one:

d8 2d6
d8 d6+1
d8+1

Rewards

- Win contest: 1 Rep
- Highest Runner roll: 1-7 Rep
- Defeat Minion: 1 Rep
- Defeat NPC: Rep=highest wound dealt
- Injured: Rep=highest wound taken
- Completed mission: 1 Essence

Armor

- O Helmet (-1 Firefight)
- O Vest (-1 Close)
- O Limbs (-1 Position)

Ranges:

- 1 Close (hands, knives, swords, pistols)
- 2 Firefight (SMGs, shotguns)
- 3-4 Firefight (assault rifles)
- 5-6 Support (drones, spirits, snipers, artillery, heavy weapons, indirect)

Left Hand Dice

Right Hand Dice