

SPECIALTY

CONCEPT

NAME

DRAGON

HOME AGENCY

FATE

INSTINCT

AGILITY

SUPPORT

FITNESS

SANITY

MARTIAL ARTS

TRADECRAFT

STEALTH

ATHLETICS

DON'T FORGET

SUPPORT COSTS

- 1 OPEN END A DIE
- 1 +1D6 TO ROLL
- 2 RE-ROLL ONE DIE
- 2 ATTACK AGAIN
- 2 MOVE ONE RANGE
- 2 NO DMB PEN FOR 1 EXCHANGE
- 3 +1D8 TO ROLL
- 4 RE-ROLL ALL DICE
- 5 SPECIAL WEAPON

MISSIONS

CREDIT

ADVANCES

WOUNDS

FIRST AID

- WIN CONTEST: 1 CREDIT
- HIGHEST ROLL: 1-7 CREDITS
- DEFEAT MINION: 1 CREDIT
- OTHERS = HIGHEST WOUND

FAVORS

DAB LORE

TECHNICAL

MANIPULATE

RIFLE

SUBMACHINEGUN

SHOTGUN

DODGE

AGENCY

ARMOR

