

Umbral

AKA: *Matthew Moore*

Campaign:

Genre:



CHARACTERISTICS

Val	Char	Base	Cost	Roll
40	STR	10	3	17-
18	DEX	10	6	13-
20	CON	10	3	13-
15	INT	10	5	12-
15	EGO	10	5	12-
20	PRE	10	3	13-
6	OCV	3	5	
6	DCV	3	5	
3	OMCV	3	0	
6	DMCV	3	0	
5/20	PD	2	3	
5/20	ED	2	3	
4	SPD	2.0	10	
12	REC	4	4	
40	END	20	2	
13	BODY	10	0	
40	STUN	20	2	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total				59

Summary

Lift: 6400.0kg
 Initiative: 18
 Stun Threshold: 20
 Perception Roll: 12-

PRE Attack: 4d6
 STR Dmg: 8d6
 STR END: 4

5/20 PD • 0/15 Res. PD

5/20 ED • 0/15 Res. ED

Phases: 3, 6, 9, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	300
Complication Points:	100
Characteristic Points:	59
Power Points:	175
Talent Points:	12
Martial Art Points:	0
Skill Points:	54
Perk Points:	0
Total Points:	300

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	20m [40m NC]

INFORMATION

Eye Color: Blue**Hair Color:** Black**Height:** 6' 1"**Weight:** 160 lbs

Background

Matthew Moore, an archaeologist employed by the Carnegie Museum, was working late cataloging some artifacts that had been in the collection of the late Edward Finch when he surprised a trio of burglars that had broken in. One of the burglars panicked and fired a shot at him, grazing him and drawing the attention of the guards. Matt took cover and some of his blood fell upon an amulet that had been in the Finch collection, somehow activating it and binding it to him. When in his Umbral form shadows swirl around Matt, and underneath he appears to be a well-muscled man of about 6'1" in height, wearing a black bodysuit with midnight-blue runes upon it. A scarf is wrapped around his lower face, further obscuring his identity, and the amulet hangs around his neck. When not in his Umbral form, the amulet vanishes, as does the costume (which seems to be summoned by the amulet). Unknown to Matt, Edward Finch was the masked vigilante "The Shade" (looking an awful lot like The Shadow), who operated from around 1915 to 1950 in Pittsburgh. Finch was a practitioner of magic and the amulet was one of his tools.

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COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

ATTACK POWERS

Name	Effect	END
	STR	3
Obscure	Change Environment	1

DEFENSE POWERS

Name	Effect	Defense	END
Shadow Defenses	Resistant Protection	30	0
	Power Defense	10	0

SENSORY POWERS

Name	Effect	END
	Nightvision	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	20	STUN:
Melee Damage	8d6	
Physical Defense	5/20	/40
Res. Phys. Defense	0/15	END:
Energy Defense	5/20	
Res. Energy Defense	0/15	/40
Mental Defense	0	BODY:
Power Defense	10	/13

COMBAT VALUES

OCV: 6 **DCV: 6**
OMCV: 3 **DMCV: 6**

Combat Skill Levels

+1 with HTH Combat (8 Active Points); Only In Alternate Identity (-1/4)

Initiative and Action Phases

DEX: 18 **Action Phases: 3, 6, 9, 12**

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

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POWERS

END	Description	Cost
	Shadow Form Characteristics & Skills all slots Only In Alternate Identity (Only when in shadow form; -1/4)	
3	1) +27 STR (27 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	22
	2) +5 DEX (10 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	8
	3) +7 CON (7 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	6
	4) +7 PRE (7 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	6
	5) +2 OCV (10 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	8
	6) +2 DCV (10 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	8
	7) +3 DMCV (9 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	7
	8) +1 SPD (10 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	8
	9) +4 REC (4 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	3
	10) +10 END; Only In Alternate Identity (Only when in shadow form; -1/4)	2
	11) +3 BODY (3 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	2
	12) +16 STUN (8 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	6
	13) +4 with Stealth (8 Active Points); Only In Alternate Identity (Only when in shadow form; -1/4)	6
	Shadow Form Powers	
0	1) Shadow Creep : Clinging (normal STR) (10 Active Points); Only In Alternate Identity (-1/4)	8
0	2) Shadow Defenses : Resistant Protection (15 PD/15 ED) (45 Active Points); Only In Alternate Identity (-1/4)	36
1	3) Shadow Fist : Stretching 4m (4 Active Points); Only To Cause Damage (-1/2), Always Direct (-1/4), Limited Body Parts (Arms & Hands; -1/4), no Noncombat Stretching (-1/4)	2
2	4) Shadow Jumping : Teleportation 20m (20 Active Points); Perceivable (-1/4), Conditional Power Power does not work in Uncommon Circumstances (Shadow-to-shadow, requires LoS; -1/4)	13
0	Life Support (Safe in Intense Cold; Safe in Intense Heat)	4
0	Nightvision (5 Active Points); IIF (-1/4)	4
1	Obscure : Change Environment [-4 PER Normal Sight, -2 PER Night Vision] (-4 to Normal Sight PER Rolls), Personal Immunity (+1/4), Area Of Effect (8m Radius; +1/2) (14 Active Points); No Range (-1/2), IIF (-1/4)	8
0	Power Defense (10 points) (10 Active Points); IIF (-1/4)	8
	Total Powers Cost	175

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SKILLS

Roll	Description	Cost
	+1 with HTH Combat (8 Active Points); Only In Alternate Identity (-1/4)	6
13-	Bribery	3
13-	Bureaucratics	3
13-	Charm	3
13-	Climbing	3
12-	Concealment	3
13-	Conversation	3
12-	Cryptography	3
12-	Forgery	3
13-	High Society	3
14-	KS: Ancient History	5
8-	KS: Magic	1
12-	Navigation	3
12-	Paramedics	3
13-	Persuasion	3
13-	Stealth	3
13-	Streetwise	3
Total Skills Cost		54

TALENTS

Roll	Description	Cost
12-	Darksight: Combat Sense (15 Active Points); Only In Alternate Identity (-1/4) 12-	12
Total Talents Cost		12

COMPLICATIONS

Description	Points	
Accidental Change: Affected by Magic 11- (Uncommon)	10	
Dependent NPC: Vicki Parsons (Girlfriend) Infrequently (Normal)	10	
Distinctive Features: Swirling mass of shadows surrounding him (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5	
Hunted: Enemy Magician Infrequently (As Pow; Harshly Punish)	10	
Negative Reputation: Scary Shadow Thing, Infrequently	5	
Psychological Complication: Prioritizes Protecting Innocents (Common; Strong)	15	
Psychological Complication: Overconfident (Common; Strong)	15	
Social Complication: Secret ID (Matthew Moore) Frequently, Major	15	
Vulnerability: 1 1/2 x STUN Sunlight-based Attacks (Uncommon)	5	
Vulnerability: 1 1/2 x BODY Sunlight-based Attacks (Uncommon)	5	
Vulnerability: 1 1/2 x Effect Sunlight-based Attacks (Uncommon)	5	
Total Complications Points		100