

NBA: SOLO OPS CHARACTER SHEET

NAME: _____

CONTACTS: _____

INVESTIGATIVE ABILITIES

<input type="checkbox"/> Accounting A	<input type="checkbox"/> Diagnosis A	<input type="checkbox"/> Notice T
<input type="checkbox"/> Archaeology A	<input type="checkbox"/> Electronic Surveillance T	<input type="checkbox"/> Occult Studies A
<input type="checkbox"/> Architecture A	<input type="checkbox"/> Forensic Pathology T	<input type="checkbox"/> Outdoor Survival T
<input type="checkbox"/> Art History A	<input type="checkbox"/> Forgery T	<input type="checkbox"/> Pharmacy T
<input type="checkbox"/> Astronomy T	<input type="checkbox"/> High Society I	<input type="checkbox"/> Photography T
<input type="checkbox"/> Bullshit Detector I	<input type="checkbox"/> History A	<input type="checkbox"/> Reassurance I
<input type="checkbox"/> Bureaucracy I	<input type="checkbox"/> Human Terrain A	<input type="checkbox"/> Research A
<input type="checkbox"/> Charm I	<input type="checkbox"/> Interrogation I	<input type="checkbox"/> Streetwise I
<input type="checkbox"/> Chemistry T	<input type="checkbox"/> Intimidation I	<input type="checkbox"/> Tradecraft I
<input type="checkbox"/> Cop Talk I	<input type="checkbox"/> Languages A	<input type="checkbox"/> Traffic Analysis T
<input type="checkbox"/> Criminology A	<input type="checkbox"/> Law A	<input type="checkbox"/> Urban Survival T
<input type="checkbox"/> Cryptography T	<input type="checkbox"/> Military Science A	<input type="checkbox"/> Vampirology A
<input type="checkbox"/> Data Recovery T	<input type="checkbox"/> Negotiation I	

GENERAL ABILITIES

STUNT USE

<input type="checkbox"/> Athletics	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Conceal	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Cool	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Cover	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Driving	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Evasion	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Fighting	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Filch	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Infiltration	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Mechanics	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Medic	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Network	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Preparedness	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Sense Trouble	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Shooting	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Surveillance	<input type="checkbox"/>	<input type="checkbox"/>

HEAT TRACKER

0	1	2	3	4	5
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INJURY TRACKER

0	1	2	3	4	5
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SHADOW TRACKER

0	1	2	3	4	5
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BACKSTORY