

AGENT NAME

MOS

DRIVE

HANDLER

BACKGROUNDS

SOURCES OF STABILITY

PROFESSIONAL ROLE

Symbol
Solace
Safety

GENERAL ABILITIES

LANGUAGES

| | | |
|-------------------|------------------------|--------------------------|
| Athletics | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Conceal | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Cover | ○○○○○○○○○○○○○○○○○○○○○○ | <input type="checkbox"/> |
| Digital Intrusion | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Disguise | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Driving | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Explosive Devices | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Filch | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Gambling | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Hand-to-Hand | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Infiltration | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Mechanics | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Medic | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Network | ○○○○○○○○○○○○○○○○○○○○ | <input type="checkbox"/> |
| Piloting | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Preparedness | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Sense Trouble | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Shooting | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Shrink | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Surveillance | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |
| Weapons | ○○○○○○○○○○○●○○○○○○○○ | <input type="checkbox"/> |

ACADEMIC ABILITIES

| | |
|------------------|--------|
| Accounting | ○○○ |
| Archaeology | ○○○ |
| Architecture | ○○○ |
| Art History | ○○○ |
| Criminology | ○○○ |
| Diagnosis | ○○○ |
| History | ○○○ |
| Human Terrain | ○○○ |
| Languages | ○○○○○○ |
| Law | ○○○ |
| Military Science | ○○○ |
| Occult Studies | ○○○ |
| Research | ○○○ |
| Vampirology | ○○○ |

INTERPERSONAL ABILITIES

| | |
|---------------|-----|
| BS Detector | ○○○ |
| Bureaucracy | ○○○ |
| Cop Talk | ○○○ |
| Flattery | ○○○ |
| Flirting | ○○○ |
| High Society | ○○○ |
| Interrogation | ○○○ |
| Intimidation | ○○○ |
| Negotiation | ○○○ |
| Reassurance | ○○○ |
| Streetwise | ○○○ |
| Tradecraft | ○○○ |

TECHNICAL ABILITIES

| | |
|-------------------------|--------|
| Astronomy | ○○○ |
| Chemistry | ○○○ |
| Cryptography | ○○○ |
| Data Recovery | ○○○ |
| Electronic Surveillance | ○○○ |
| Forensic Pathology | ○○○ |
| Forgery | ○○○○○○ |
| Notice | ○○○ |
| Outdoor Survival | ○○○ |
| Pharmacy | ○○○ |
| Photography | ○○○ |
| Traffic Analysis | ○○○ |
| Urban Survival | ○○○ |



HIT THRESHOLD

Exposed: -1  Full Cover: +1



| | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----|-----|-----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| -12 | -11 | -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| -12 | -11 | -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

Note: all characters begin with 1 free point in Streetwise and Tradecraft, 10 points in Cover, and 15 points in Network. (In a BURN mode game, there are fewer free Network points - see p32 for details.) Stability and Health start at 4 points.

PERSONALITY

APPEARANCE

BACKGROUND

FAMILIAR CITIES

COVERS

NETWORK CONTACTS

DRIVING LICENSES

PILOTING LICENCES

UNTOUCHABLE FORGERIES

WEAPONS TRAINING

TACTICAL BENEFITS

SPECIAL EQUIPMENT

KNOWN ASSOCIATES

TRUST

TRUSTED BY

- ○ ○ ○ ○
- ○ ○ ○ ○
- ○ ○ ○ ○
- ○ ○ ○ ○
- ○ ○ ○ ○

- ○ ○ ○ ○
- ○ ○ ○ ○
- ○ ○ ○ ○
- ○ ○ ○ ○
- ○ ○ ○ ○

CHERRIES