INVESTIGATIVE ABILITIES

ACADEMIC

	RATING	POOL
Anthropology		
Archaeology		
Architecture		
Art History		
Forensic Accounting		
Forensic Psychology		
History		
Languages		
Law		
Linguistics		
Natural History		
Occult Studies		
Pathology		
Research		
Textual Analysis		
Trivia		

INTERPERSONAL

	RATING	POOL
Bullshit Detector		
Bureaucracy		
Cop Talk		
Flattery		
Flirting		
Impersonate		
Interrogation		
Intimidation		
Negotiation		
Reassurance		
Streetwise		

TECHNICAL

	RATING	POOL
Astronomy		
Ballistics		
Chemistry		
Cryptography		
Data Retrieval		
Document Analysis		
Electronic Surveillance		
Evidence Collection		
Explosive Devices		
Fingerprinting		
Forensic Anthropology		
Forensic Entomology		
Photography		

NAME

PLAYER

OFF-DUTY OCCUPATION

CURRENT COVER

NOTES AND CONTACTS

HIT THRESHOLD [   ]

WEAPONS	MODIFIER
Unarmed	-2

HEALTH

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

STABILITY

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

GENERAL ABILITIES

	RATING	POOL
Athletics		
Driving		
Filch		
Health		
Infiltration		
Mechanics		
Medic		
Preparedness		
Scuffling		
Shooting		
Shrink		
Stability		
Surveillance		

INVESTIGATIVE ABILITIES build points depend on the number of players: 5+ = 20 | 4 = 22 | 3 = 24 | 2 = 32 • Each rating point in **Languages** grants 1 other language • 1 **Occult Studies** free.
GENERAL ABILITIES 60 build points • plus 1 **Health**, and 1 **Stability** • Hit Threshold = 3 (4 if Athletics is 8 or more) • 8 points of Surveillance grants 1 free point of Electronic Surveillance