

[Empty box for name]

INVESTIGATIVE ABILITIES

Profession:

Age:

Born:

ACADEMIC

- Accounting
Archaeology
Architecture
Art History
Criminology
Diagnosis
Geology
History
Languages

Background:

[Background skill grid]

DRIVE

COVERS

- Law
Military Science
Occult Studies
Philology
Research
Vampirology

[Covers skill grid]

CONTACTS

[Contacts skill grid]

INTERPERSONAL

- Below Stairs
Bureaucracy
Cop Talk
Culture
Culture
Culture
Flattery
Flirting
High Society
Insight
Interrogation
Intimidation
Middle Class
Negotiation
Reassurance
Streetwise
Tradecraft
Working Class

WEAPONS/ ARMOUR/ GEAR

MOD

[Weapons/Armour/Gear skill grid]

SPECIAL ABILITIES

[Special Abilities skill grid]

GENERAL ABILITIES

- Alienist
Athletics
Conceal
Contacts
Cover
Diguise
Driving
Explosive Devices
Filch
Gambling
Hand-to-Hand
Infiltration
Mechanics
Medic
Piloting
Preparedness
Riding
Sense Trouble
Shooting
Surveillance
Weapons

TECHNICAL

- Astronomy
Chemistry
Computation
Cryptography
Forensic Pathology
Forgery
Notice
Outdoor Survival
Pharmacy
Photography
Telegraphy
Urban Survival

[Technical skill grid]

HEALTH

STABILITY

Health and Stability scales with 10-12 point ranges and modifiers.

HIT THRESHOLD []