

AGENT DOSSIER (NIGHT'S BLACK AGENTS)

COVER (IDENTITIES)

RATING*

◆	◆
◆	◆
◆	◆
◆	◆

NETWORK (CONTACTS)

RATING*

◆	◆
◆	◆
◆	◆
◆	◆

FAMILIAR CITIES (BASED ON URBAN SURVIVAL)

◆	Heat:	◆	Heat:
◆	Heat:	◆	Heat:
◆	Heat:	◆	Heat:
◆	Heat:	◆	Heat:

HOW TO USE YOUR NETWORK

- ◆ At any time, you may reveal or remember the existence of a member of your network in a given city.
- ◆ Assign this contact his own pool of points taken from your unassigned Network rating; that contact's capacity to locate safe houses, import guns, provide false papers, etc. will resolve as a test of that contact's pool against a Difficulty generally dependent on the level of Heat on the local jurisdiction.
- * Unlike other General abilities, Cover and Network do not refresh during or after an operation; they can only be "refilled" with experience points.

TOOLS OF THE TRADE

◆
◆
◆
◆
◆
◆
◆
◆

AGENT

◆ Name: _____

◆ Background: _____

◆ Previous Patron: _____

Drive: _____

SOURCES OF STABILITY

◆ Symbol: _____

◆ Solace: _____

◆ Safety: _____

TRUST

- ◆ Spend another Agent's Trust to:
 - ◆ Enhance an Ability the other Agent possesses (1-1).
 - ◆ Harm or Hinder another character (1 pt spend reduces a General Ability die roll by -3 or cancels one Investigative Ability for a scene)

Your trust in another Agent:	Another Agent's Trust in you:
◆	◆
◆	◆
◆	◆
◆	◆

STABILITY

- 1+ Everything's OK
- 0 to -5: Shaken
- 6 to -11: Shattered (Acquire mental illness)
- 12 or less: you go incurably insane
- ◆ When an incident challenges your grip on yourself, make a Stability Test versus a Difficulty of 4. You may spend Stability on this test. If you fail, you either suffer a negative result or lose Stability.

PTSD Obsession

Addiction Paranoia

HEALTH

- 1+ Everything's OK
- 0 to -5: Hurt* (No Investigative Spend, Test Difficulty+1)
- 6 to -11: Seriously Wounded* (-2 Health per Hour)
- 12 or less: Dead.
- * Make a Consciousness Roll versus Absolute Current Health.
- ◆ Refreshes +2 points per day of restful activity.

INVESTIGATIVE ABILITIES

ACADEMIC		TECHNICAL
Accounting	Military Science	Astronomy
Archaeology	Occult Studies	Chemistry
Architecture	Research	Cryptography
Art History	Vampirology	Data Recovery
Criminology	INTERPERSONAL	Electronic Surveillance
Diagnosis	Bullshit Detector	Forensic Pathology
History	Bureaucracy	Forgery
Human Terrain	Cop Talk	◆
Languages	Flattery	◆
◆	Flirting	◆
◆	High Society	◆
◆	Interrogation	Notice
◆	Intimidation	Outdoor Survival
◆	Negotiation	Pharmacy
◆	Reassurance	Photography
◆	Streetwise	Traffic Analysis
Law	Tradecraft	Urban Survival#

#See Familiar Cities

HOW TO USE INVESTIGATIVE ABILITIES

◆ Investigative Abilities allow you to gather clues. **Gathering clues** is simple. All you have to do is:

- ◆ get yourself into a scene where relevant information can be gathered,
- ◆ have the right ability to discover the clue, *and*
- ◆ tell the Director that you're using it.

◆ Gathering Clues is free although

- ◆ You may spend 1-3 Pool Points to gain extra benefits, where appropriate.

□ **Tag Team Tactical Benefit:** Spend 1 pt in an Investigative Ability to grant a 3pt General Ability pool to another agent. The receiving agent must have a rating of 1+ in that ability.

□ **Tactical Fact Finding:** Spend an Investigative Pool point to gain a benefit. Tactical Fact Finding has 4 elements;

- ◆ An Investigative ability to gain an advantage.
- ◆ An action to find the information.
- ◆ A tactical situation where the benefit is applicable.
- ◆ The nature of the benefit.

◆ **Refreshes:** Investigative Abilities only refresh at the end of the operation.

EXPERIENCE POINTS

- ◆ Distribute amongst Investigative & General Abilities.
- ◆ Cover & Network can only increase with Experience.
- ◆ Experience Points can be saved.



GENERAL ABILITIES

Athletics	Explosive Devices	◆
Conceal	Fileh	◆
Digital Intrusion	Gambling	Preparedness
Disguise	Hand-to-Hand	Sense Trouble
Driving	Infiltration	Shooting
◆	Mechanics	□ <i>Light SWT:</i>
◆	Medic	□ <i>Heavy SWT:</i>
◆	Piloting	Shrink
◆	◆	Surveillance
◆	◆	Weapons
◆	◆	□ <i>Knife SWT:</i>
◆	◆	□ <i>Melee SWT:</i>

HOW TO USE GENERAL ABILITIES

◆ General Abilities help you survive whatever awfulness or mayhem your Investigative abilities have uncovered. General Abilities are tested:

- ◆ Spend Pool points to modify a 1d6 roll to equal or beat a Target Number.

◆ **Piggybacking:** You act together to complete a task.

- ◆ One player makes test, all others pay 1 pool point which is not added to the die roll. Each character unable to pay increases difficulty by +2.

◆ **Cooperate:** 2 characters cooperate to complete a task.

- ◆ One player makes test, the other pays 1 or more pool points which, all but one, are added to the die roll.

◆ **Refreshes:** General Abilities refresh during the operation.

- ◆ Following a Drive into danger or a story complication may gain you a small refresh.
- ◆ Being within a safe haven may also gain you a small refresh.
- ◆ Athletics, Driving, Hand-to-Hand, Piloting, Shooting, and Weapons fully refresh whenever 24 hours of game-world time elapses since the last expenditure.
- ◆ The remaining General abilities refresh at the end of each operation, like Investigative abilities.
- ◆ Cover and Network abilities do not refresh. They can only be “refilled” with experience points.

□ GENERAL ABILITY CHERRIES



- ◆
- ◆
- ◆
- ◆
- ◆
- ◆
- ◆
- ◆