INVESTIGATIVE ABILITIES

ACADEMIC

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

INTERPERSONAL

- Bullshit Detector
- Bureaucracy
- Cop Talk
- Flattery
- Flirting
- High Society
- Interrogation
- Intimidation
- Negotiation
- Reassurance
- Streetwise
- Tradecraft

TECHNICAL

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

AGENT NAME

DESCRIPTION

BACKGROUNDS

DRIVE

PREVIOUS PATRON

BUILD POINTS INV [/] GEN [/]

SOURCES OF STABILITY

- SYMBOL
- SOLACE
- SAFETY

COVERS

NETWORK CONTACTS

TRUST

TAG-TEAM TACTICAL BENEFITS

WEAPONS/ARMOUR/GEAR MOD

HIT THRESHOLD [ ]

PORTRAIT

GENERAL ABILITIES

- Athletics
- Conceal
- Cover
- Digital Intrusion
- Diguise
- Driving
- Explosive Devices
- Filch
- Gambling
- Hand-to-Hand
- Hypnosis
- Infiltration
- Mechanics
- Medic
- Network
- Piloting
- Preparedness
- Sense Trouble
- Shooting
- Shrink
- Surveillance
- Weapons

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

INVESTIGATIVE ABILITIES build points depend on the number of players: 5+ = 20 | 4 = 22 | 3 = 24 | 2 = 32 • plus 1 **Streetwise** and 1 **Tradecraft**

GENERAL ABILITIES 70 build points • plus 10 **Cover**, 4 **Health**, 15 **Network** and 4 **Stability** • Choose one MOS • Hit Threshold = 3 (4 if **Athletics** is 8 or more) • **Hypnosis** requires 8 or more rating in **Shrink** or **Medic**