

AGENT NAME

MOS

DRIVE

HANDLER

BACKGROUNDS

SOURCES OF STABILITY

PROFESSIONAL ROLE

Symbol  
Solace  
Safety

GENERAL ABILITIES

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

LANGUAGES


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

DRIVING LICENSES

WEAPONS TRAINING

COVERS

PILOTING LICENCES

TACTICAL BENEFITS

NETWORK CONTACTS

UNTOUCHABLE FORGERIES

SPECIAL EQUIPMENT

KNOWN ASSOCIATES

TRUST

TRUSTED BY

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CHERRIES