

INVESTIGATIVE ABILITIES

ACADEMIC	RATING	POOL
Anthropology	_____	_____
Archaeology	_____	_____
Architecture	_____	_____
Art History	_____	_____
Forensic Accounting	_____	_____
Forensic Psychology	_____	_____
History	_____	_____
Languages	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

NAME

PLAYER
OFF-DUTY OCCUPATION
CURRENT COVER
NOTES AND CONTACTS

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	_____	_____
_____	_____	_____

HIT THRESHOLD []

WEAPONS
 Unarmed

MODIFIER
 -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