



ADVANTAGES

COMPLICATIONS

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

TOTAL

ABILITY

RANKS

OTHER

ATHLETICS

CLOSE COMBAT

DECEPTION

EXPERTISE

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

SERIES: _____ GAMEMASTER: _____

INFORMATION

NOTES: _____
