Section D Personnel File - Most Set Agent: Codename: Languages Known Medical Status Operational Statistics d -1 -2 Inc -3 Wounds: d Agility: d -2 Inc -1 Fatigue: d Smarts: d Permanent injuries: d Spirit: d d Strength: d Vigor: d d Wealth: d Age: Weight: Height: Toughness: Parry: Conviction: Pace: Bennies: Rank: Description or Image Hindrances Edges

Training Record Following capability assessment, Agent: has been passed fit and able in: Academics (Sm): d Gambling (Sm): d Repair (Sm): d Athletics (Ag)*: d Research (Sm): d Healing (Sm): d Battle (Sm): d Intimidation (Sp): d Riding (Ag): d Boating (Ag): d Language (Sm): d Science (Sm): d Common Knowledge (Sm)*: d Notice (Sm)*: d Shooting (Ag) d Cryptography (Sm): d Occult (Sm): d Stealth (Ag)*: d Driving (Ag): d Performance (Sp): d Survival (Sm): d Electronics (Sm): d Persuasion (Sp)*: d Taunt (Sm): d Fighting (Ag): d Piloting (Ag): d Thievery (Ag): d Skills marked with * start at d4. Use the space below each skill to note modifiers from Edges and Hindrances and a start of Arcane Ability Assessment: d Arcane Skill: Arcane Background: THE Duration Effect SECRET PP Cost Range Trapping Power

Power Points: 0050010001500200025

FILES OF SECTION D

	<u>;ent:</u> dename:	tion	i D Po	erson	nel l	Wounds:	000	ť
		C	ombat Re	adines	Report	Fatigue:	00	
Pace Rum d	ning Die Parry		Streng		Vigor		Fighting d	Shooting d
			Issued Ff	i roa rmg				
Weapon	Range	Damage A			Min	CR	Notes	
		Is	sued Melo	ee Wear	ons:			
Weapon	Re			Mi	n			
			age A	P St:	r. CR		Notes	
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<u>Agent:</u> <u>Codename:</u>

Operational Statistics		Medic	<u>Languages K</u>	nown				
Agility:	d	Wounds: -1	-2	-3	Inc			d
Smarts:	d	Fatigue:	-1	-2	Inc			d
Spirit:	d	Permanent in	ijuries:					d
- Strength:	d		Ū					d
Vigor:	d							d
Age:	Wealth: d							d
Height:	Weight:							
<u>Rank:</u>	Bennies:	<u>Conviction:</u>	Pa	ce:		Parry:	Toughne	ess:
	Edges	Hind	lrances			Dea	scription or I	mage

Following capability a	_has been passed fit and able in:	
Academics (Sm): d	Gambling (Sm): d	Repair (Sm): d
Athletics (Ag)*: d	Healing (Sm): d	Research (Sm): d
Battle (Sm): d	Intimidation (Sp): d	Riding (Ag): d
Boating (Ag): d	Language (Sm): d	Science (Sm): d
Common Knowledge (Sm)*: d	Notice (Sm)*: d	Shooting (Ag) d
Cryptography (Sm): d	Occult (Sm): d	Stealth (Ag)*: d
Driving (Ag): d	Performance (Sp): d	Survival (Sm): d
Electronics (Sm): d	Persuasion (Sp)*: d	Taunt (Sm): d
Fighting (Ag): d	Piloting (Ag): d	Thievery (Ag): d

Skills marked with * start at d4. Use the space below each skill to note modifiers from Edges and Hindrances

<u>Arcane Abi</u>	lity Assessmen	<u>.t:</u>				THE
Arcane Bac	kground:		Arcane Sk	:ill:	d	SECRET
Power	Trapping	PP Cost	Range	Effect	Duration	FILES OF SECTION D

AVAC CORLD INTEL PRODUCT	<u>Agent:</u> Codenam	<u>e:</u>				_			<u>Wounds:</u> Fatigue	
			Cor	nbat	Readir	ness Repo	ort:			
Pace Ru	nning Die	Parry To	oughness	Stre	ngth	Vigor	r Atl	nletics	Fighting	Shooting
d				d		d	d		d	d
				Issu	led Fi	rearms:				
Weapo	n	Range	Damage	AP	rof	Shots	Min Str.	CR	Notes	
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Weapon	Reach	Damage	AP	Str.	CR	Notes

