

SECTION D PERSONNEL RECORD



Agent:
Codename:

Operational Statistics

Agility: d
Smarts: d
Spirit: d
Strength: d
Vigor: d
Age: Wealth: d
Height: Weight:
Rank: Bennies:

Medical Status

Wounds: -1 -2 -3 Inc
Fatigue: -1 -2 Inc
Permanent injuries:

Languages Known

d
d
d
d
d

Most

Conviction: Face: Parry: Toughness:

Edges

Hindrances

Description or Image

SECRET

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	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 v(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

Arcane Ability Assessment:

Arcane Background: _____ Arcane Skill: _____ d
Power Trapping PP Cost Range Effect Duration

THE SECRET FILES OF SECTION D

Power Points: ○ ○ ○ ○ ○ 5 ○ ○ ○ ○ ○ 10 ○ ○ ○ ○ ○ 15 ○ ○ ○ ○ ○ 20 ○ ○ ○ ○ ○ 25



Agent:
Codename:

Wounds: ○○○○
Fatigue: ○○

Combat Readiness Report:

Pace Running Die Parry Toughness Strength Vigor Athletics Fighting Shooting
d d d d d d d d

Issued Firearms:

Weapon Range Damage AP ROF Shots Min Str. Notes

Issued Hand Weapons:

Weapon Reach Damage AP Min Str. Notes

Q-DIVISION EQUIPMENT ISSUE RECEIPT

Other Issued Equipment

Career Progression

- N _____
- N _____
- N _____
- S _____
- S _____
- S _____
- S _____
- V _____
- V _____
- V _____
- V _____
- H _____
- H _____
- H _____
- H _____
- L _____
- L _____
- L _____
- L _____

All equipment must be signed for:

Known History

[Empty box for Known History]