





**ADVANTAGES**

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**COMPLICATIONS**

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**EQUIPMENT, VEHICLES, AND HEADQUARTERS**

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**SKILLS**

ACROBATICS

TOTAL

ABILITY

RANKS

OTHER





ATHLETICS





CLOSE COMBAT

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DECEPTION





EXPERTISE

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INSIGHT





INTIMIDATION





INVESTIGATION





PERCEPTION





PERSUASION





RANGED COMBAT

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SLEIGHT OF HAND





STEALTH





TECHNOLOGY





TREATMENT





VEHICLES





SERIES: \_\_\_\_\_ GAMEMASTER: \_\_\_\_\_

**INFORMATION**

NOTES: \_\_\_\_\_

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