



CODENAME

NAME

AGE

ORIGIN

Cadet

RANK

DRIVE

RECRUITMENT

HANDLER

PHOTO

ATTRIBUTES

dashed circle: maximum 6, only through experience

Strength STR

○○○○○○○

Power

Dexterity DEX

○○○○○○○

Reaction, precision

Constitution CON

○○○○○○○

Stamina, Hit Points

Intelligence INT

○○○○○○○

Intellect, knowledge

Wisdom WIS

○○○○○○○

Perception, intuition

Willpower WIL

○○○○○○○

inner strength, horror

Charisma CHA

○○○○○○○

Presence

Manipulation MAN

○○○○○○○

Deception, steering others

Composure COM

○○○○○○○

Calm under pressure

VALUES

HIT POINTS
6 + CON + ToughnessSTRAIN THRESHOLD
4 + WIL + COMINITIATIVE
DEXDEFENCE
1 + (DEX + Dodge) ÷ 4

ARMOUR

HIT POINTS

□□□□□□□□□□□□□□□□

STRAIN

□□□□□□□□□□□□□□

SKILLS

◆ core skill · B basic training · dashed: 6, only through experience · last column: white + coloured dice

PHYSICAL

Athletics	STR	○○○○○○○
Brawling	STR	○○○○○○○
Melee	STR	○○○○○○○
Heavy Weapons	STR	○○○○○○○
Acrobatics	DEX	○○○○○○○
Dodge B	DEX	○○○○○○○
Energy Weapons	DEX	○○○○○○○
Driving	DEX	○○○○○○○
Sleight of Hand	DEX	○○○○○○○
Stealth ◆	DEX	○○○○○○○
Piloting	DEX	○○○○○○○
Firearms ◆	DEX	○○○○○○○
Security Systems	DEX	○○○○○○○
Endurance	CON	○○○○○○○
Toughness	CON	○○○○○○○

MENTAL

Academic Knowledge	INT	○○○○○○○
Biology	INT	○○○○○○○

Chemistry	INT	○○○○○○○
Energy Manipulation	INT	○○○○○○○
Investigation	INT	○○○○○○○
History	INT	○○○○○○○
Hacking	INT	○○○○○○○
Craft	INT	○○○○○○○
Engineering	INT	○○○○○○○
Cryptography	INT	○○○○○○○
Cybernetics	INT	○○○○○○○
Medicine	INT	○○○○○○○
Nanotechnology	INT	○○○○○○○
Navigation	INT	○○○○○○○
Occultism	INT	○○○○○○○
Physics	INT	○○○○○○○
Robotics	INT	○○○○○○○
Explosives	INT	○○○○○○○
Technology	INT	○○○○○○○
Xenobiology	INT	○○○○○○○
Insight	WIS	○○○○○○○

Tracking	WIS	○○○○○○○
Tactics	WIS	○○○○○○○
Animal Handling	WIS	○○○○○○○
Survival	WIS	○○○○○○○
Perception B	WIS	○○○○○○○
Mental Resistance B	WIL	○○○○○○○
Concentration	WIL	○○○○○○○

SOCIAL

Performance	CHA	○○○○○○○
Leadership	CHA	○○○○○○○
Contacts	CHA	○○○○○○○
Persuasion	CHA	○○○○○○○
Negotiation	CHA	○○○○○○○
Deception ◆	MAN	○○○○○○○
Seduction	MAN	○○○○○○○
Disguise	MAN	○○○○○○○
Intimidation	COM	○○○○○○○
Etiquette	COM	○○○○○○○
Stress Management	COM	○○○○○○○



YOUR DICE

SUBCLASS ABILITIES

THE LEGENDS

Price: Fade

LEGEND 1

DEPTH

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LEGEND 2

REAL NAME

FADE

--	--	--	--	--	--	--

WEAPONS

WEAPON	DAMAGE	RANGE	PROPERTIES

EQUIPMENT

CONTACTS

TRAUMAS

ANCHORS

XP

TOTAL

UNSPENT

BACKGROUND

THE LEGENDS

[illegible]

Maximum number: Cadet 1 - Agent 2 - Senior Agent 3 - Veteran 4 - Shadow Officer 5.
Depth at most: Cadet 2 - Agent 3 - Senior Agent 4 - from Veteran 5. Depth 2: +1 die on Deception and Disguise - 3: a contact - 4: +2 dice, background checks passed - 5: one favour per mission.

FADE

Legends beyond the first, plus 1 per node IV or V in the False Bottom. D6 on a botched Deception or Disguise test, or on strain suffered in a legend.

0	1	2	3	4	5	6
						

YOUR OWN NAME

in case it is forgotten

DEAD DROP

THE FALSE BOTTOM: OWN PILLAR

LEVEL	SURFACE		FALSE BOTTOM	
I	☐		☐	
II	☐		☐	
III	☐		☐	
IV	☐		☐	
V	☐	Mastery		

THE CRAFT

	LEVEL	NODE	EFFECT
☐	I	Second Nature	
☐	I	Dead Drop	
☐	I	Cold Stare	
☐	I	Escape Route	

FOREIGN SURFACES

+2 XP, at most up to your own level

	LEVEL	NODE	EFFECT
☐			
☐			
☐			

CAREER

missions, experience, promotion

[illegible]

Imprint

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Character Sheet, Agent (English edition)

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