AGENT NAI	construence and an arrange	PROGRAM, AND CONTROL AND CONTROL OF STREET, CO. ST. ST. ST. ST. ST. ST. ST. ST. ST. ST	MOS	DRI	VE		P-0	1	
Phra Kru Ba Neua Chai Preparedness 🛆		Altruism							
HANDLER BACKGROUNDS			SOURCES OF STABILITY						
Muscle			Symbol: Prayer	r Beads \triangle		学知识		W / /	
PROFESSIONAL ROLE				Solace: Horse	\triangle				
Cowboy Monk				Safety: Monas	tery		LAN CONTRACTOR		
	GENERAL	ABILITIE5		LANGU	AGES				
Athletics 💠	00000	00000	000000 14	Thai			61		
Conceal	00000	00000					067.00		
Cover	00000	000000	000000				06188434	127-4	
Digital Intrusion	00000	00000							
Disguise	00000	00000							
Driving	00000	00000							AND ANY VOCASTICAL SERVINGS AND ANY PROPERTY OF SERVINGS AND ANY ANY
Explosive Devices	00000	00000		(ACADEMIC	ABILITIES)	(INTERPERSONA	AL ABILITIES)	(TECHNICAL /	ABILITIES)
Filch	00000	00000		Accounting	000	BS Detector	000	Astronomy	000
Gambling	00000	00000		Archaeology	000	Bureaucracy	000	Chemistry	000
Hand-to-Hand <i></i> ❖	00000	00000	000000 16	Architecture	000	Cop Talk	000	Cryptography	000
Infiltration	00000	00000		Art History	000	Flattery	000	Data Recovery	000
Mechanics	00000	00000		Criminology	$\bigcirc\bigcirc\bigcirc\bigcirc$	Flirting	000	Electronic Survei	llance OOO
Medic	00000	00000		Diagnosis	000	High Society	000	Forensic Patholo	ogy OOO
Network	00000	000000	000000 15	History	$\bigcirc\bigcirc\bigcirc$	Interrogation		Forgery	00000
Piloting	00000	00000		Human Terrain	$\bigcirc\bigcirc\bigcirc\bigcirc$	Intimidation	$\bigcirc\bigcirc\bigcirc$	Notice	000
Preparedness	00000	00000		Languages	00000	Negotiation	$\bigcirc\bigcirc\bigcirc$	Outdoor Survival	000
Sense Trouble	00000	00000	0000008	Law	$\bigcirc\bigcirc\bigcirc\bigcirc$	Reassurance	000	Pharmacy	000
Shooting	00000	00000		Military Science	000	Streetwise	$\bigcirc\bigcirc\bigcirc$	Photography	000
Shrink	00000	00000	0000008	Occult Studies	$\bigcirc\bigcirc\bigcirc\bigcirc$	Tradecraft	$\bigcirc\bigcirc\bigcirc$	Traffic Analysis	000
Surveillance	00000	00000		Research	$\bigcirc\bigcirc\bigcirc$			Urban Survival	000
Weapons	00000	00000		Vampirology				nd Tradecraft, 10 points in Cover, and is-see p32 for details.) Stability and	
HIT THRESHOLD (-12)(-11)(-10)(-9)(-8)(-7)(-6)(-5)(-4)(-3)(-2)(-1)(0)(1)(2)(3)(4)(5)(6)(7)(8)(9)(0)(11)(12)(13)(14)(15)									
Exposed: -1 Full Cover: +1 (-12 (-11 (-10 (-9) (-8) (-7) (-6) (-5) (-4) (-3) (-2) (-1) (-10 (-10) (-9) (-8) (-7) (-6) (-5) (-4) (-3) (-2) (-1) (-10 (-10) (-									





PERSONALITY		KNOWN ASSOCIATES			
APPEARANCE					
BACKGROUND			TRUST	TRUSTED BY	
FAMILIAR CITIES	COVERS	NETWORK CONTACTS OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	Parkour: (p58) Once per foot chase, gain a uttering a brief, evocative narrative desendeavours.	3-point Athletics refresh by cription of your athletic	
DRIVING LICENSES	PILOTING LICENCES	UNTOUCHABLE FORGERIES	Support Move: (p76) Make an Athletics manbonus on a combat roll. Breakfall: (p80) -2 from falling damage. Eye of the Tiger: (p31) Spend 1 Hand-to-Hand pathon to Hand-to-Hand rating relative Mook Shield: (p76) Spend 3 Hand-to-Hand pattack against a mook in Point-Blank ran Close range. If successful, the mook provincoming fire. Martial Arts: (p75) Once per fight, gain a second	and pool point to assess an to your own. points to make a Hand-to-Hand ge (+2 Athletics points for ides Cover and Armor against	
WEAPONS TRAINING	TACTICAL BENEFITS	SPECIAL EQUIPMENT	Martial Arts: (p75) Once per fight, gain a 3 by uttering a brief, evocative narrative actions. Extra Unarmed Attacks: (p74) Spend 3 Hand successful attack to make an additional a opponent, Hit Threshold increases by 2.) In the Nick of Time: (p33) Retroactively plearedness test and a narrated flashback Combat Intuition: (p34) Use your Sense Tradetermine your order of action.	-to-Hand and 2 Health after a ktack. (Against a different lan a surprise with a kk.	