

Agent:	Class:	Level
Codename:	Class:	Level
Department:	Class:	Level

SPYCRAFT

Agent Record Sheet

	Score	Mod	Temporary	
STR				
DEX				
CON				
INT				
WIS				
CHA				

VITALITY			Total Current
WOUNDS			
Total = 10+ Class/Armor +Dex +Misc			
DEFENSE		/	
Total = Class + Dex + Misc			
Initiative			

Action Dice		DieType	Spent
Base Speed			
Total		Wis Mod	Misc
Inspiration		=	
Education		=	
		Int Mod	Misc

Saves	Total Bonus = Base+Abil+Misc			
	FORT			
	REF			
	WILL			

Attacks	Total Bonus = Base +Abil +Misc			
	Unarmed			
	Melee			
	Ranged			

Weapon				
	Atk	Dmg	Err	Thrt
Range	Wt	Type	Size	Special Properties
Ammo	Modifiers		Ammo Count	

Weapon				
	Atk	Dmg	Err	Thrt
Range	Wt	Type	Size	Special Properties
Ammo	Modifiers		Ammo Count	

Armor			
	Def bonus	Dam Resist	Armor Check
Type	Max Dex	Speed	Wt
			Special Properties

Armor			
	Def bonus	Dam Resist	Armor Check
Type	Max Dex	Speed	Wt
			Special Properties

Budgets		
Personal	Mission	Gadget Points
Field Expenses	Expenses Remaining	

Skill	(#, usable untrained)	Bonus	= Ranks + Abil Mod + Misc	Error	Threat
APPRAISE	INT	=	+ +		
BALANCE #	DEX*	=	+ +		
BLUFF #	CHA	=	+ +		
BOATING #	DEX	=	+ +		
BUREAUCRACY #	CHA	=	+ +		
CLIMB #	STR*	=	+ +		
COMPUTERS #	INT	=	+ +		
CONCENTRATION #	WIS	=	+ +		
CRAFT (_____)	INT	=	+ +		
CRYPTOGRAPHY	INT	=	+ +		
CULTURES	WIS	=	+ +		
DEMOLITIONS	INT	=	+ +		
DIPLOMACY #	CHA	=	+ +		
DISGUISE #	CHA	=	+ +		
DRIVER #	DEX	=	+ +		
ELECTRONICS	INT	=	+ +		
ESCAPE ARTIST #	DEX*	=	+ +		
FIRST AID #	WIS	=	+ +		
FORGERY #	INT	=	+ +		
GATHER INFORMATION #	CHA	=	+ +		
HANDLE ANIMAL	CHA	=	+ +		
HIDE #	DEX*	=	+ +		
HOBBY (_____)	WIS	=	+ +		
INNUENDO #	WIS	=	+ +		
INTIMIDATE #	S/C	=	+ +		
JUMP #	STR*	=	+ +		
KNOWLEDGE (_____)	INT	=	+ +		
LANGUAGES #	WIS	=	+ +		
LISTEN #	WIS	=	+ +		
MECHANICS	INT	=	+ +		
MOVE SILENTLY #	DEX*	=	+ +		
OPEN LOCK	DEX	=	+ +		
PERFORM #	CHA	=	+ +		
PILOT	DEX	=	+ +		
PROFESSION (_____)	WIS	=	+ +		
READ LIPS	INT	=	+ +		
SEARCH #	INT	=	+ +		
SENSE MOTIVE #	WIS	=	+ +		
SLEIGHT OF HAND	DEX*	=	+ +		
SPORT # (_____)	S/D*	=	+ +		
SPOT #	WIS	=	+ +		
SURVEILLANCE	WIS	=	+ +		
SURVIVAL	WIS	=	+ +		
SWIM #	STR	=	+ +		
TUMBLE	DEX*	=	+ +		
USE ROPE #	DEX*	=	+ +		

