

# PASSIVE/SECRET SKILL SHEET

PLAYER NAME

CHARACTER NAME

## PASSIVE SKILL CHECKS

SKILL	CHECK	SKILL BONUS	E/TRANGE	SKILL	CHECK	SKILL BONUS	E/TRANGE
BLEND	STEALTH	_____	_____	NOTICE	AWARENESS	_____	_____
RESOLVE	MORALE	_____	_____	SENSE MOTIVE	DETECT LIE	_____	_____
	RESIST IMPRESS	_____	_____		RESIST MANIPULATE	_____	_____
	RESIST INTIMIDATE	_____	_____				

## SECRET SKILL CHECKS

SKILL	CHECK	SKILL BONUS	E/TRANGE	SKILL	CHECK	SKILL BONUS	E/TRANGE
ANALYSIS	APPRAISE	_____	_____	INVESTIGATION	DETECT SEARCH	_____	_____
	AUTHENTICATE	_____	_____		RESEARCH	_____	_____
	EXAMINE MEDIA	_____	_____	MECHANICS	DISABLE	_____	_____
ATHLETICS	BIND	_____	_____		SABOTAGE	_____	_____
BLUFF	DECEPTION	_____	_____	NETWORKING	ENDORSEMENT	_____	_____
CULTURES	COMMUNICATION	_____	_____	SCIENCE	CHEMISTRY	_____	_____
ELECTRONICS	DISABLE	_____	_____		FABRICATION	_____	_____
	SABOTAGE	_____	_____	SECURITY	DISABLE	_____	_____
FALSIFY	COVER UP	_____	_____	SENSE MOTIVE	INNUENDO	_____	_____
	DISGUISE	_____	_____		CONCEAL ACTION	_____	_____
	FORGERY	_____	_____	SLEIGHT OF HAND			
IMPRESS	INFLUENCE	_____	_____	STREETWISE	BLACK MARKET	_____	_____
	PERFORMANCE	_____	_____	SURVIVAL	FORECAST WEATHER	_____	_____
INTIMIDATE	DOMINATION	_____	_____		TRACKING	_____	_____
				TACTICS	AMBUSH	_____	_____

Permission granted to photocopy for personal use only.

# MISSION DESIGN WORKSHEET

MISSION NAME

PLOT

MOTIVATION

OBJECTIVES

XP

XP

XP

XP

XP

XP

XP

XP

XP

TOTAL XP REWARD

REPUTATION NET WORTH

COMPLICATIONS

XP REWARD DISTRIBUTION

# MISSION DESIGN WORKSHEET

MISSION NAME

PLOT

MOTIVATION

OBJECTIVES

XP

XP

XP

XP

XP

XP

XP

XP

XP

TOTAL XP REWARD

REPUTATION NET WORTH

COMPLICATIONS

XP REWARD DISTRIBUTION

# NPC/ANIMAL RECORD SHEET

NPC/GROUP/ANIMAL NAME \_\_\_\_\_

XP REWARD \_\_\_\_\_

STANDARD NPC     SPECIAL NPC

MOTIVATION \_\_\_\_\_

APPEARANCE \_\_\_\_\_

## STATISTICS

INITIATIVE \_\_\_\_\_ DEFENSE \_\_\_\_\_ DAMAGE SAVE BONUS \_\_\_\_\_ COMPETENCE \_\_\_\_\_  
ATTACK \_\_\_\_\_ RESILIENCE \_\_\_\_\_ VITALITY/WOUND POINTS \_\_\_\_\_

## SKILLS


## WEALTH

SPENDING CASH \_\_\_\_\_ LIFESTYLE \_\_\_\_\_ POSSESSIONS \_\_\_\_\_

QUALITIES \_\_\_\_\_

## GEAR


# NPC/ANIMAL RECORD SHEET

NPC/GROUP/ANIMAL NAME \_\_\_\_\_

XP REWARD \_\_\_\_\_

STANDARD NPC     SPECIAL NPC

MOTIVATION \_\_\_\_\_

APPEARANCE \_\_\_\_\_

## STATISTICS

INITIATIVE \_\_\_\_\_ DEFENSE \_\_\_\_\_ DAMAGE SAVE BONUS \_\_\_\_\_ COMPETENCE \_\_\_\_\_  
ATTACK \_\_\_\_\_ RESILIENCE \_\_\_\_\_ VITALITY/WOUND POINTS \_\_\_\_\_

## SKILLS


## WEALTH

SPENDING CASH \_\_\_\_\_ LIFESTYLE \_\_\_\_\_ POSSESSIONS \_\_\_\_\_

QUALITIES \_\_\_\_\_

## GEAR


# ORGANIZATION RECORD WORKSHEET

ORGANIZATION NAME

ORGANIZATION CONCEPT

## SUPPORTED ACTIVITY GOAL NOTES

SUPPORTED ACTIVITY	GOAL	NOTES

## EVENT SUPPORTED SKILL CHECK HISTORY NOTES

EVENT	SUPPORTED SKILL CHECK	HISTORY	NOTES

## GOALS IMAGE


## SITE SUPPORTED REQUEST CHECK SITES NOTES

SITE	SUPPORTED REQUEST CHECK	SITES	NOTES

## TOOLS

ELECTRONICS GEAR	GADGETS	RESOURCES	SECURITY GEAR	TRADECRAFT GEAR	VEHICLES	WEAPONS
------------------	---------	-----------	---------------	-----------------	----------	---------

## SUBSIDIARIES
