

AGENT RECORD SHEET

code name		departme	nt		class(e	es)	& leve	el(s)		
size	age	gender	heigh	it	weight		e	yes	3	hair	skin
Ability Name	Ability Ability	_		TOTAL	Class		Ability		Misc		
	Score Modifier	Temp	41-41	TOTAL	Base	۱.	Modifier	1	Modifier	Inoniro	tion
STR strength		Ini	tiative			+	DEX	+		Inspirat	
DEX			Jnarmed		=	+	STR	+		Educat	ion
dexterity		ac	Melee	:	=	+	STR	+		Defen	se Class Armor E
CON constitution		Attack	Ranged		-] +	DEX]+			10 +
constitution			Ŭ]		J			armor negate
IN I intelligence			ortitude		·	+	CON	+		-	unition negate
		ave	Reflex			+	DEX	+		Class	kills
WIS wisdom		Ю	Will	=	:] +	WIS	+		□ Apprai	
CHA		Skil	Points		_] +	INT] + [□ Balanc	e *
charisma		OKII	Fonts			Ι.].		□ Bluff	
	F	eats / Sp	ecial A	bilitie	s					Boating	
		!								□ Burea □ Climb *	
										□ Conce	
										\Box Craft:	
										\Box Crypto	· · ·
										\Box Demoli	
										Diplom	
											50
				Max De	x Che	eck				□ Electro	onics
Enci	umbrance	Total Wei	ght Load	Bonus	Pena		Spee	ed	Run	□ Escape	e Artist *
	ear Worn weapons, jewelry,	etc.								□ First A	
Gear Worr	n + Gear Pack			1						Forger	•
	on to discard pack									\Box Handle	r Informat
Light Load	Medium Load	Heavy Load	Lift O	/er Head	Lift Off G	rou	nd Pu	sh d	or Drag	□ Hide *	, mmu
			Fouals	Max Load	2x Max L	oad		5x Ma	ix Load	□ Hobby	:
		Def	Dmg	Armor		Лах				🗆 Innuen	ido
	Armor	Bonus				Dex	Spee	ed	Weight	Intimida	
										□ Jump *	
Notes										□ Knowle □ Langu	
								_			ayes
										□ Mecha	nics
Notes										□ Move S	Silently *
۱۸/		Attack							Shots	\Box Open 1	
VV	eapons	Bonus	Dama	ige E	rror Th	nrea	it Ranç	je	Held	Perform	n
										□ Pilot □ Profess	sion:
Notes										\square Read L	
										□ Search	
Notes										□ Sense	Motive
noles										□ Sleight	
										□ Sport *	:
Notes										□ Spot □ <i>Surveil</i>	11 au o o
										\Box Surveu \Box Survivo	
										□ Swim '	
Notes										\Box Tumble	
Ammun	ition									🗆 Use Ro	ope *
Ammun	F	Fits Weapon	Shots		Special	Pro	perties				
										P	
										⊔ □	
											ls cannot be u

nationality

adventure

character name

	Ability Modifier	Characte Level	er		Die Type	TOTAL	Current
Inspiration =		+	Act	on Dice	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		- 3.1 0110
					Equal to		
Education =		+	Wo	ounds	CON		
Defense Class OR Armor Bonus	Dex Modifier	Misc Modifier	Vi	itality			
= 10 + +	DEX	+			Neede		
wearing armor negates Clas	s Defense	Bonus	Evn	erience	Next I		
Skills	Skill Bonus	Ability Modifier	Rank	Misc s Modifie	Mis r Modi	ic Key fier Abili	/ Threat ty Range
□ Appraise		=	+	_+	+	_ Int	·
Balance *		=	+	_+	+	_ De	
∃ Bluff		=	+	- +	+	_ Ch	
Boating		=	+	_+ _	+	_ De	
□ Bureaucracy □ Climb *		=	+	_ +	+	_ Ch St	
□ Computers		=	+	+	+	_ Ot	
□ Concentration		=	+	+	+	Wi	
□ Craft:		=	+	+	+	Int	
Cryptography		=	+	_ +	+	_ Inf	
		=	+	_ +	+	_ Wi	
Demolitions		=	+	_+	+	_ Int	
□ Diplomacy □ Disguise		=	+	_ + 	+	_ Ch Ch	
			+	- + +	+	_ On De	
□ Electronics		=	+	+	+	_ DO	
∃ Escape Artist *		=	+	+	+	De	
∃ First Aid		=	+	_+	+	Wi	s
□ Forgery		=	+	_+	+	_ Int	
Gather Information		=	+	_+	+	_ Ch	
Handle Animal		=	+	+	+	_ Ch	
∃ Hide *		=	+	_+ _	+	_ De Wi	
∃ <i>Hobby:</i> ∃ Innuendo			+	_ +	+	Wi	
□ Intimidate		=	+	+	+	_ Str/C	
⊐ Jump *		=	+	+	+	St	
⊐Knowledge:		=	+	+	+	Int	
⊐ Languages		=	+	_+	+	_ Wi	s
□ Listen		=	+	_ +	+	_ Wi	
Mechanics		=	+	_ +	+	_ Int	
□ Move Silently *		=	+	_ +	+	_ De	
□ Open Lock □ Perform			+	- + +	+	_ De Ch	
		=	+	+	+	_ De	
Profession:		=	+	+	+	Wi	
Read Lips		=	+	_+	+	_ Int	
∃ Search		=	+	_+	+	_ Int	
Sense Motive		=	+	_+	+	_ Wi	
Sleight of Hand *		=	+	+	+	_ De	
∃ Sport *: ∃ Sport		=	+	_ +	+	_ Str/E	
□ Spot □ Surveillance		=	+	_+ _+	+	_ Wi Wi	
Survival		=	+	+	+	Wi	
Swim **		=	+	+	+	St	
Tumble *		=	+	+	+	De	
Use Rope *		=	+	_+	+	_ De	x
]		=	+	_+	+		
]		=	+	_ +	+		
]			+	-+	+		
]		=	+	_+ +	+		
		_	+		1		
]		_	T	+	T		

character name						advent	ure				_		Page 2
	TOTAL		Class Points	Mis Var	sion iable	Cha Bonus	Threat Bonus	Misc Bonus			Additic	nal Note	es
Personal Budget		=	BP	+ (5 x	CHA	+ 40	+					
Mission Budget		= [BP	+ (2	d4 x	CHA	+	+					
Gadget Points		= [GP		+			+					
Field Expenses	\$	= (BP	+ 2	d4);	x 100		+					
Doroonol							Gear			Gadget	C		
BP Personal	Geal	Weig	jht l	BP		551011	Gear	Weight	BP	Gaugei	S Weigh	Native	Languages
												_ <u>_</u>	
												_ D	
						Handling	Blown		Cruising Max		Wound	Current Woun	d
Vehicles		S	kill Used	i	Size	Bonus	Tires	Speed	MPH MPH	Defense Ha		Points	
							-2 per tire						Crippled (½ WP): -5 to Handling and CrCh (DC +5) Disabled (0 WP): Can't run and CrCh (DC+10) Destroyed (2x WP): Damage as failed CrCh
Notes			-										
							-2 per tire						Crippled (½ WP): -5 to Handling and CrCh (DC +5) Disabled (0 WP): Can't run and CrCh (DC+10)
Notes													Destroyed (2x WP): Damage as failed CrCh
		A #						011-					
Weapons		Attao Bonu		ng E	ror T	hreat Ra	ange Weig	Shots ght Held			Comba	t Action	IS
									INITIATIVE ACTION Delay	NS TYPE Free			up to 10 + your initiative bonus, at which time
Notes									Ready	Full		a trigger that will pro	mpt it; if it doesn't happen, you lose your tum.
									Regroup ATTACK ACTIONS	Half TYPE	+5 to your initiative to EFFECT	al.	
Notes									Standard Attack Autofire	Half Full	None; Uses 1 shot. Fire a number of 3-sh	ot volleys up to one-th	ird the ammo in your firearm and make an attack
									Pumt (r)	11-12	Defense, another volle	y hits; uses 3 shots p	rolley hits the target; for every 4 over the target's ver volley.
									Burst (narrow) Burst (wide) Coup de grace	Half Half Full	-3 attack; +2 damage; +1 attack; uses 3 sho	S	(DC 10 + damage done) or die.
Notes									Cover fire	Full		to Defense of a singl	(DC 10 + damage done) or die. e ally against enemies within your line of sight for
									Disarm Feint	Half Half	Make an opposed att	ick roll; if you win, you	ur target is disarmed. t's Sense Motive; if you succeed, your target may not
Notes									Grapple	Half	add his Dexterity mod Special (see page 17	ifier to Defense when	you attack him next.
Ammunition							_		Refresh	Full	If you are the target o round to recover the r	no attacksthis round, esult in vitality points,	
Ammunition	Fits Wea	pon	Sł	hots		Special	Properties		Strafe attack	Full	with a -2 penalty per s	quare beyond the first	half the ammo in your firearm and make an attack t; all targets hit suffer the same damage;
									Strike object	Half	use 2 shots per targe Special (see page 16	3)	A secole to successful the second
									Supressive fire Taunt	Full Half	uses 5 shots.		-4 penalty to attack and skill rolls for 1 round; 's Sense Motive; if you succeed, your target must
			$\neg [$						Trip	Half	attack you with his ne	xt action.	a Strength check opposed by Strength or Dexterity;
			٦F								if you succeed, your EFFECT	arget is prone.	gr enous opposed by deoriger or boxiding,
			$\exists \vdash$						Standard move Charge	Half Full	Move your Speed in +2 to attack, -2 to Def		
			$\dashv \vdash$	=					Run	Full	Move 4x your Speed	in feet.	
									Total defense Withdraw	Full Full	+4 dodge bonus to D Move 2x your speed		bat.
									OTHER ACTIONS Aim ranged weapon		+1 bonus to next attac		
designed for the Laurel Cadre by	v Mark L. St	nute 20		//www.wa	am umd e	edu/~cadre			Brace firearm	Half	+2 bonus to next attac	k.	