

NIGHTS BLACK AGENTS

AGENT RECORD SHEET

AGENT NAME _____
 Player _____
 Drive _____
 Sources of Stability _____
 • Symbol _____
 • Solace _____
 • Safety _____
 MOS _____
 Professional Role _____
 Patron _____

TRUST _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____

CHERRIES _____

SPECIAL GEAR _____

OTHER _____

TAG-TEAM BENEFITS _____

SPECIAL WEAPONS TRAINING _____

HIT THRESHOLD

Exposed - I



Full Cover + I

| | | | | | | | | | |
|---------------|------------|----|----|----|------------------|------------|----|----|----|
| HEALTH | 15 | 14 | 13 | 12 | STABILITY | 15 | 14 | 13 | 12 |
| | 11 | 10 | 9 | 8 | | 11 | 10 | 9 | 8 |
| | 7 | 6 | 5 | 4 | | 7 | 6 | 5 | 4 |
| | 3 | 2 | 1 | 0 | | 3 | 2 | 1 | 0 |
| | 1 | 2 | 3 | 4 | | 1 | 2 | 3 | 4 |
| | 5 | 6 | 7 | 8 | | 5 | 6 | 7 | 8 |
| | 9 | 10 | 11 | 12 | | 9 | 10 | 11 | 12 |
| | POOL TOTAL | | | | | POOL TOTAL | | | |

ACADEMIC ABILITIES

Accounting _____
 Archaeology _____
 Architecture _____
 Art History _____
 Criminology _____
 Diagnoses _____
 History _____
 Human Terrain _____
 Languages _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 Law _____
 Military Science _____
 Occult Studies _____
 Research _____
 Vampirology _____
 Law _____
 ► _____

INTERPERSONAL ABILITIES

Bullshit Detector _____
 Bureaucracy _____
 Cop Talk _____
 Flattery _____
 Flirting _____
 High Society _____
 Interrogation _____
 Intimidation _____
 Negotiation _____
 Reassurance _____
 Streetwise _____ |
 Tradecraft _____ |
 ► _____

TECHNICAL ABILITIES

Astronomy _____
 Chemistry _____
 Cryptography _____
 Data Recovery _____
 Electronic Surveillance _____
 Forensic Pathology _____
 Forgery (untouchable documents ↓) _____
 • _____
 • _____
 • _____
 Notice _____
 Outdoor Survival _____
 Pharmacy _____
 Photography _____
 Traffic Analysis _____
 Urban Survival (familiar cities ↓) _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 ► _____
 ► _____

GENERAL ABILITIES

Athletics _____
 Conceal _____
 Cover (identities ↓) _____ 10
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 ► _____
 ► _____

GENERAL ABILITIES cont

Digital Intrusion _____
 Disguise _____
 Driving (additional types ↓) _____
 • _____
 • _____
 • _____
 • _____
 Explosive Devices _____
 Filch _____
 Gambling _____
 Hand-to-Hand _____
 Health _____ 4
 Infiltration _____
 Mechanics _____
 Medic _____
 Network (contacts ↓) _____ 15
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 • _____
 Piloting (small boat "-----" or light aircraft "-----") _____
 (additional types ↓)
 • _____
 • _____
 • _____
 • _____
 Preparedness _____
 Sense Trouble _____
 Shooting _____
 Shrink _____
 Stability _____ 4
 Surveillance _____
 Weapons _____
 ► _____
 ► _____