

Large empty rounded rectangular box for notes or character details.



Concept: _____

Player: _____

Name: _____

Codename: _____

Cover: _____
cover name

occupation

rank



CHARISMA



RESOLVE



PERCEPTION



VIOLENCE



ATHLETICS



INTELLECT

AGENCY: _____

Aspect #1: _____

Aspect #2: _____

Aspect #3: _____

BACKGROUND:

Advantage:

Role:

Bonus gained when:

Ability:

Benefit:

Inventory & Notes:

AGENCY

Director: _____

Personality: _____

Advantage:

Disadvantage:

Specialized
Virtue:

AGENCY ASPECTS

#1: _____

Invoke:

Compel:

#2: _____

Invoke:

Compel:

#3: _____

Invoke:

Compel:

#4: _____

Invoke:

Compel:

AGENCY ASSETS

#1 _____ lvl: _____

#2 _____ lvl: _____

#3 _____ lvl: _____

#4 _____ lvl: _____

#5 _____ lvl: _____

#6 _____ lvl: _____

#7 _____ lvl: _____

#8 _____ lvl: _____

#9 _____ lvl: _____

#10 _____ lvl: _____

#11 _____ lvl: _____

#12 _____ lvl: _____

#13 _____ lvl: _____

Secrets & Notes:

CITY

PG1

THEMES

Name: _____

Type of City: _____

THREATS

ORGANIZATIONS

Name:

Name:

Name:

Name:

Name:

Name:

Name:

Name:

Name:

Name:

FIELD ASSETS

Type:	Description	Rank

FACES

Name and Details:

Name and Details:

Name and Details:

Name and Details:

Name and Details:

Name and Details:

Name and Details:

Name and Details: