

TOP SECRET

This file is intended for use by Acrobat Readers of Clearance Level XI or higher.

Fields in black will appear on the final printed page.

Fields in blue are modifiable and used for calculations, but will not appear in print.

Fields in red are read-only and will not appear in print.

Entering values in the boxes alongside Abilities will populate the bubble-tracks. Additionally, selecting a Background will automatically add its default ability values. These can be manually modified.

The sheet will keep track of how many General and Investigative Build Points have been spent and how many remain for use, in the block of numbers alongside the photograph. Fill in the starting values with the figures supplied to you by your Director.

Comment Bubbles give further guidance on how to use the calculation block, how to add a picture to the Polaroid frame, and how to automatically fill in the Cherries block on the last page.

A triangle is a checkbox to mark the use of a once-per-session resource (clear all triangles at the end of a session); a diamond is a checkbox to mark the use of a once-per-scene Refresh for a General Ability triggered by an exciting monologue (clear all diamonds at the end of a scene).

[illegible][illegible][illegible][illegible]

Two rows of numbered circles from -12 to 15. The top row has red circles for negative numbers and black circles for positive numbers. The bottom row has black circles for all numbers.

Note: all characters begin with 1 free point in Streetwise and Tradecraft, 10 points in Cover, and 15 points in Network. (In a BURN mode game, there are fewer free Network points - see p32 for details.) Stability and Health start at 4 points

PERSONALITY

APPEARANCE

BACKGROUND

FAMILIAR CITIES

COVERS

NETWORK CONTACTS

DRIVING LICENSES

PILOTING LICENCES

UNTOUCHABLE FORGERIES

WEAPONS TRAINING

TACTICAL BENEFITS

SPECIAL EQUIPMENT

KNOWN ASSOCIATES

TRUST

TRUSTED BY

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CHERRIES

