

Blackbird  
(Codename)

### Agent Record

Player \_\_\_\_\_

Service History Ex-Soldier turned assassin

Equipment Reinforced Ceramic Plate  
Adaptive Camo

Weapons/Equipment/Options  
Paired swords, crane-style martial arts,  
radio hack, voice scrambler, tranq  
pistol, frag grenades

Noticed

Exposed

	Traits		
	Infiltrate	Force	Mob
Body	<b>Sneak</b> 4	<b>Fight</b> 6	<b>Ambush</b> 5
Speed	<b>Crack</b> 3	<b>Shoot</b> 5	<b>Snipe</b> 4
Mind	<b>Retrieve</b> 2	<b>Throw</b> 4	<b>Trap</b> 3
Communication	<b>Manip.</b> 3	<b>Shout</b> 5	<b>Scare</b> 4

Hits		

Conditions

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Taken Out

Grimlock  
(Codename)

### Agent Record

Player \_\_\_\_\_

Service History Demolitions Expert

Equipment Sound Projector  
Emergency Aid Kit

Weapons/Equipment/Options  
Shock baton, sub-machine gun, gas  
bomb, shock trap, incendiary charge  
noisemaker

Noticed

Exposed

	Traits		
	Infiltrate	Force	Mob
Body	<b>Sneak</b> 4	<b>Fight</b> 2	<b>Ambush</b> 3
Speed	<b>Crack</b> 5	<b>Shoot</b> 3	<b>Snipe</b> 4
Mind	<b>Retrieve</b> 6	<b>Throw</b> 4	<b>Trap</b> 5
Communication	<b>Manip.</b> 5	<b>Shout</b> 3	<b>Scare</b> 4

Hits		

Conditions

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Taken Out

Mantlcore  
(Codename)

### Agent Record

Player \_\_\_\_\_

Service History Grifter and comms expert

Equipment Command Frequency  
Adaptive Camo

Weapons/Equipment/Options  
Radio jammer, voice scrambler,  
fake ID, shotgun, sword, gas bomb

Noticed

Exposed

	Traits		
	Infiltrate	Force	Mob
Body	<b>Sneak</b> 4	<b>Fight</b> 3	<b>Ambush</b> 5
Speed	<b>Crack</b> 3	<b>Shoot</b> 2	<b>Snipe</b> 4
Mind	<b>Retrieve</b> 4	<b>Throw</b> 3	<b>Trap</b> 5
Communication	<b>Manip.</b> 5	<b>Shout</b> 4	<b>Scare</b> 6

Hits		

Conditions

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Taken Out

Lightsnow  
(Codename)

### Agent Record

Player \_\_\_\_\_

Service History Sniper, ex-mercenary

Equipment Custom Rifle  
Sound Projector

Weapons/Equipment/Options  
Carefully engineered custom rifle,  
trang rounds, backup machine pistol,  
ASP baton, flash grenade, voice  
scrambler

Noticed

Exposed

	Traits		
	Infiltrate	Force	Mob
Body	<b>Sneak</b> 3	<b>Fight</b> 4	<b>Ambush</b> 5
Speed	<b>Crack</b> 4	<b>Shoot</b> 5	<b>Snipe</b> 6
Mind	<b>Retrieve</b> 3	<b>Throw</b> 4	<b>Trap</b> 5
Communication	<b>Manip.</b> 2	<b>Shout</b> 3	<b>Scare</b> 4

Hits		

Conditions

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Taken Out