

Crimes People Play

Name _____
 Type _____
 Player _____

Age _____
 Sex _____
 Height _____
 Weight _____
 Eye Color _____
 Hair Color _____
 Hair Style _____

Background:

Gear:

Carrying Capacity: _____

Talent:

Specialty

Value

Ability

Health	L	M	H	S	C	D
---------------	---	---	---	---	---	---

Exp. Points

Mysteries Solved

Roll Outcome

- 0 Catastrophic
- 1 Pathetic
- 2 Feeble
- 3 Poor
- 4 Mixed
- 5 Passable
- 6 Good
- 7 Great
- 8 Super
- 9 Awesome
- 10 Inspiration
- 11+ Perfect

Abilities

Awareness

Alertness _____
 Appraise _____
 Direction _____
 Driving _____
 Graphology _____
 Lip Reading _____
 Listen _____
 Profiling _____
 Search _____
 Security Systems _____
 Shadow _____
 Surveillance _____
 Tracking _____
 Wisdom _____

Coordination

Agility _____
 Boating _____
 Dexterity _____
 Dodge _____
 Electronics _____
 Explosives _____
 Filch _____
 Jump _____
 Quickness _____
 Shooting _____
 Stealth _____
 Throwing _____
 Traps _____
 Unlock _____

Creativity

Conceal _____
 Cunning _____
 Disguise _____
 Forgery _____
 Gossip _____
 Horsemanship _____
 Impersonate _____
 Interrogate _____
 Lie _____
 Luck _____
 Preparedness _____
 Shopping _____
 Sketch Artist _____
 Smuggle _____
 Streetwise _____
 Tame _____

Ego

Bargain _____
 Charm _____
 Communications _____
 Contacts _____
 Entertain _____
 Leadership _____
 Persuade _____
 Piloting _____
 Psychiatry _____
 Question _____
 Seduction _____
 Sincerity _____
 Willpower _____

Fitness

Athletics _____
 Brawling _____
 Bully _____
 Climb _____
 Defense _____
 Fighting _____
 Mechanical _____
 Restrain _____
 Run _____
 Stamina _____
 Strength _____
 Survival _____
 Swim _____

Intelligence

Bureaucracy _____
 Business _____
 Computers _____
 Cryptography _____
 Forensics _____
 Knowledge _____
 Lab Use _____
 Languages _____
 Law _____
 Medicine _____
 Memory _____
 Occult _____
 Poisons _____
 Research _____
 Science _____