

Training

- Commando ○
- Fieldwork ○ ○ ○ ○
- Muscle ○ ○ ○ ○ ○
- Brutality ○ ○ ○ ○ ○ ○ ○ ○
- ○ ○ ○ ○ ○ ○ ○
- Diversion ○
- Laying Traps ○ ○ ○ ○
- Surprise ○ ○ ○ ○ ○
- Paranoia ○ ○ ○ ○ ○ ○ ○ ○
- ○ ○ ○ ○ ○ ○ ○
- Pavement ○
- Reconnaissance ○ ○ ○ ○
- Leverage ○ ○ ○ ○ ○
- Control ○ ○ ○ ○ ○ ○ ○ ○
- ○ ○ ○ ○ ○ ○ ○
- Provocateur ○
- Developing Assets ○ ○ ○ ○
- Rallying Forces ○ ○ ○ ○ ○
- Manipulation ○ ○ ○ ○ ○ ○ ○ ○
- ○ ○ ○ ○ ○ ○ ○

Subject: _____

Known Associates

		Stress ● ● ● ● ● ● ● ●
		● ● ● ● ● ● ● ●
		● ● ● ● ● ● ● ●
		● ● ● ● ● ● ● ●
		● ● ● ● ● ● ● ●

Hometown

Aliases

Profile

Evaluation

Professional Stress

- 1 Stress:** Asking someone to participate in a job; putting someone in charge of an asset; postponing a social obligation with notice; small favors
- 2 Stress:** Asking someone for dice from their pool during a Mission; putting someone in charge of a whole arm of a mission; canceling a social obligation without notice; moderate favors
- 3 Stress:** Taking dice from someone's pool during a Mission without asking; taking someone off of an assignment; fighting with someone verbally when not for show; big favors
- 4 Stress:** Getting caught lying to someone about something significant; fighting with someone physically when not for show; getting someone compromised or kidnapped

Civilian Stress

- 1 Stress:** Getting caught in a minor lie, refusing to do a small favor, forgetting about social niceties
- 2 Stress:** Getting someone tangentially involved in a Mission, small favors, postponing a social obligation with notice, refusing to give information when asked for
- 3 Stress:** Getting someone to actively participate in a Mission, moderate favors, canceling a social obligation without notice, endangering someone's home
- 4 Stress:** Getting caught lying about something significant, getting someone kidnapped or hurt, physically endangering someone, big favors

Blowback