

# Training

Lifers: 4, 3, 3, 2 or Artists: 5, 2, 1—in any order

Commando ○○○○○○

Nerves: ○○○○○○

Diversion ○○○○○○

Nerves: ○○○○○○

Pavement ○○○○○○

Nerves: ○○○○○○

Provocateur ○○○○○○

Nerves: ○○○○○○

Hometown

Aliases

Profile

Evaluation

Questions

Subject: \_\_\_\_\_

# Known Associates

Lifers: 3, 2, 1... or Artists: 4, 2, 2, 1...

Stress

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# 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

Professional

# Useful Skills

Commando ○○○○○○  
Nerves: ○○○○○○

Diversion ○○○○○○  
Nerves: ○○○○○○

Pavement ○○○○○○  
Nerves: ○○○○○○

Provocateur ○○○○○○  
Nerves: ○○○○○○

Hometown

Agendas

## Profile

## Evaluation

## Questions

Subject: \_\_\_\_\_

## Known Associates

Lifers: 3, 2, 1... or Artists: 4, 2, 2, 1...

Stress

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# Blowback

Civilian