

C01123352

DEPARTMENT OF COMMERCE
BUREAU OF STANDARDS
WASHINGTON

EXEMPT from automatic declassification
per E.O. 11652, Sec. 5(E)(2)

Redacted CTA 2, Jan 1978

Name A Agency Date 2020

Reason C78-4 891 Review on:

the most suitable in

Agent Dossiers Instructions—PDF Package

Download the files to your computer or device and select the character sheet you wish to use. When you customize a sheet, be sure to save it in a new PDF file so you can re-use the original later.

Character Sheet Front

- » Add a name for your character.
- » Select an employer from the drop-down list, or replace the list with new text.
- » Add names and relationships for your character's Bonds.
- » Modify stats and skills however you like, subtracting from one stat or skill and adding to another. Do not make a skill higher than 80% without the Handler's permission. Do not make any stat higher than 18.
- » If you modify STR or CON, adjust HP to equal the average of STR and CON, rounded up.
- » If you modify POW stat, adjust WP, current SAN, and Breaking Point. Willpower Points equal POW. Current SAN equals POW x 5. Breaking Point equals POW x 4.
- » If you modify CHA, adjust Bond scores. Each Bond's score equals CHA.

Character Sheet Back

- » Revise and add to the lists of equipment and weapons as instructed by the Handler.
- » If you changed your character's Firearms, Heavy Weapons, Melee Weapons, or Unarmed Combat skill scores, adjust the weapons skill entries accordingly. The *Agent's Handbook* has details about each weapon and which skill it uses.
- » Adjust the skills on the front of the sheet according to the instructions in Personal Details and Notes. After finalizing all skills, delete those instructions to make room for your own notes.
- » Ask the Handler whether your character has any special training that is not already listed. The *Agent's Handbook* has details about special training.

RESTRICTED

TOP SECRET//ORCON//SPECIAL ACCESS

Aum Supreme Tr
(Aum)
a.k.a. Aum Shinky
Aum