INVESTIGATIVE ABILITIES

ACADEMIC

Accounting		
Archaeology		
Architecture		
Art History		
Criminology	1	
Diagnosis		
History		
Human Terrain	1	
Languages	1	
Law		
Military Science	2	
Occult Studies		
Research	1	
Vampirology	1	

INTERPERSONAL

Bullshit Detector	1	
Bureaucracy	1	
Cop Talk	1	
Flattery		
Flirting		
High Society		
Interrogation	1	
Intimidation	1	
Negotiation	1	
Reassurance		
Streetwise	1	
Tradecraft	1	

TECHNICAL

Astronomy		
Chemistry		
Cryptography	1	
Data Retrieval		
Electronic Surveillance		
Forensic Pathology		
Forgery		
Notice	1	
Outdoor Survival	2	
Pharmacy		
Photography	1	
Radiotelegraphy		
Traffic Analysis	1	
Urban Survival	1	

DESCRIPTION: You were a German intelligence agent, but got burned when you got too close to what you suspected was a German vampire program. They tried to kill you, but you escaped. Edom gave you a second chance, a second life. Now, you're like one of the Un-Dead haunting Europe without a name or a past to call your own.

BACKGROUNDS: Muscle

PREVIOUS PATRON: Operation Edom

SOURCES OF STABILITY

- **SYMBOL** Your old German passport in your real name
- **SOLACE** Your English girlfriend
- **SAFETY** A bedsit in Paris you keep as a bolt-hole

COVERS

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NETWORK CONTACTS

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WEAPONS/ARMOUR/GEAR MOD

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HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Hand-to-Hand

ATHLETICS 8+ (HARD TO HIT): +1 Hit Threshold

DRIVING 8+ (GRAND THEFT AUTO): Steal any car automatically for 1 point

HAND-TO-HAND 8+ (EYE OF THE TIGER): Spend 1 Hand-to-Hand to ascertain opponent's fighting ability

GENERAL ABILITIES

Athletics	8	
Computer Use	1	
Conceal	2	
Cover	5	
Diguise	2	
Driving	8	
Explosive Devices	2	
Filch	2	
Gambling		
Hand-to-Hand	8	
Infiltration	4	
Mechanics	4	
Medic	2	
Network	7	
Piloting		
Preparedness	2	
Sense Trouble	4	
Shooting	6	
Shrink	2	
Surveillance	2	
Weapons	4	

HEALTH

10	9	8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12