

# Crimes People Play

Name \_\_\_\_\_  
 Type \_\_\_\_\_  
 Player \_\_\_\_\_

Age \_\_\_\_\_  
 Sex \_\_\_\_\_  
 Height \_\_\_\_\_  
 Weight \_\_\_\_\_  
 Eye Color \_\_\_\_\_  
 Hair Color \_\_\_\_\_  
 Hair Style \_\_\_\_\_

## Background:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Gear:

Carrying Capacity: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Talent:

\_\_\_\_\_

## Specialty

## Value

## Ability

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Health</b>	L	M	H	S	C	D
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## 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 \_\_\_\_\_