

# AGENT CONTROL SHEET

**Group:** \_\_\_\_\_ **Type:** \_\_\_\_\_

## Skills & Equipment

STR \_\_\_\_\_  
 DEX \_\_\_\_\_  
 CON \_\_\_\_\_  
 BODY \_\_\_\_\_  
 INT \_\_\_\_\_  
 EGO \_\_\_\_\_  
 PRE \_\_\_\_\_  
 COM \_\_\_\_\_  
 PD \_\_\_\_\_  
 ED \_\_\_\_\_  
 SPD \_\_\_\_\_  
 REC \_\_\_\_\_  
 END \_\_\_\_\_  
 STUN \_\_\_\_\_

CHA Cost \_\_\_\_\_ +Skill Cost \_\_\_\_\_ =Total Cost \_\_\_\_\_

## Disadvantages

OCV \_\_\_\_\_  
 DCV \_\_\_\_\_  
 ECV \_\_\_\_\_

Agent 1			Agent 2			Agent 3			Agent 4			Agent 5		
Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body
Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment		
Agent 6			Agent 7			Agent 8			Agent 9			Agent 10		
Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body
Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment		
Agent 11			Agent 12			Agent 13			Agent 14			Agent 15		
Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body
Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment			Extra Skills/Equipment		