

Aegis Handbook

Conspiracy X

(Permission to copy granted)



Agent Name

Profession Stat/Mod Attribute

Credential / Strength

Department / Size

Physical Description

Sex / Agility

Race / Reflexes

DoB / Intelligence

SSN / Willpower

Ht/Wt / Perception

Hair / Good/Bad Luck

Eyes / Influence

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Influence Icon Type

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Training Training

Training Training

Training Training

Pulling Strings

Pulling Strings

Pulling Strings

Pulling Strings

Pulling Strings

Pulling Strings

Weapon	Mod	Pb	Cl	Ef	Ln	Ex	Dam	Rof	Ammo	Spent Ammo	Location

Brawling / Martial Art Maneuvers

Current Medical Stats

Flesh (Fw)	<input type="radio"/>	<input type="radio"/>	Bruise (Br)
Usage: -2T	<input type="radio"/>	<input type="radio"/>	Usage: -2T
Stun Avoid: Size (Wil)	<input type="radio"/>	<input type="radio"/>	Stun Avoid: DL-2
KO Avoid: DL-2	<input type="radio"/>	<input type="radio"/>	KO Avoid: DL-3
KO Time: 1D rounds	<input type="radio"/>	<input type="radio"/>	KO Time: 1D rounds
Stabilize: 1 hour	<input type="radio"/>	<input type="radio"/>	Stabilize: NA
Heal Time: 1 hour	<input type="radio"/>	<input type="radio"/>	Heal Time: 1 minute
Stab./Heal Mod.: -2Df	<input type="radio"/>	<input type="radio"/>	Stab./Heal Mod.: -2Df
<hr/>			
Wound (Wn)	<input type="radio"/>	<input type="radio"/>	Twack (Tw)
Usage: +1DF	<input type="radio"/>	<input type="radio"/>	Usage: +1DF
Stun Avoid: Auto	<input type="radio"/>	<input type="radio"/>	Stun Avoid: DL
KO Avoid: DL	<input type="radio"/>	<input type="radio"/>	KO Avoid: DL-1
KO Time: 1D minutes	<input type="radio"/>	<input type="radio"/>	KO Time: 1D minutes
Stabilize: 1 minute	<input type="radio"/>	<input type="radio"/>	Stabilize: NA
Heal Time: 1 day	<input type="radio"/>	<input type="radio"/>	Heal Time: ½ hour
Stab./Heal Mod.: –	<input type="radio"/>	<input type="radio"/>	Stab./Heal Mod. : –
<hr/>			
Splatter (Sp)	<input type="radio"/>	<input type="radio"/>	Break (Bk)
Usage: Unusual	<input type="radio"/>	<input type="radio"/>	Usage: Unusual
Stun Avoid: Auto	<input type="radio"/>	<input type="radio"/>	Stun Avoid: DL+2
KO Avoid: DL+2	<input type="radio"/>	<input type="radio"/>	KO Avoid: DL+1
KO Time: 1D Hours	<input type="radio"/>	<input type="radio"/>	KO Time: 1D hours
Stabilize: 1 round	<input type="radio"/>	<input type="radio"/>	Stabilize: NA
Heal Time: 3 days	<input type="radio"/>	<input type="radio"/>	Heal Time: 1 day
Stab./Heal Mod.: +2Df	<input type="radio"/>	<input type="radio"/>	Stab./Heal Mod.: +2Df
(Death ☠)			(Continue to Splatter)

Equipment

Miscellaneous

Notes

Character History

Aegis Handbook: Cell Record Sheet

Conspiracy X

(Permission to copy granted)



Current APs

Cell Personnel

Leader Level RPs

Member Level RPs

Member Level RPs

Member Level RPs

Member Level RPs

Member Level RPs

Member Level RPs

Member Level RPs

Influence & Resource Points



<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Location A		Staff Location A	
Facility 1	Facility 2		
Facility 3	Facility 4		
Facility 5	Facility 6		
Facility 7	Facility 8		
Location B		Staff Location B	
Facility 1	Facility 2		
Facility 3	Facility 4		
Facility 5	Facility 6		
Facility 7	Facility 8		
Location C		Staff Location C	
Facility 1	Facility 2		
Facility 3	Facility 4		
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.