

# NIGHT'S BLACK AGENTS

## AGENT CREATION CHEAT SHEET

Investigative Build Points: \_\_\_\_ /

General Build Points: \_\_\_\_ / 70

Players may trade 1 Investigative build point for 3 General build points from another player.

1. **Optional:** Choose one or more Backgrounds (your original training, possibly also your freelance specialty). Each background costs 6 Investigative build points and 18 General ability points.

Analyst (parse data)	Cobbler (forge documents)	Muscle (guard/tough)
Asset Handler (manage sources)	Cuckoo (social infiltrator)	Watcher (surveillance)
Bagman (manage money)	Hacker (digital intruder)	Wet Worker (assassin)
Bang-and-Burner (explosions)	Investigator (solve problems)	Wheel Artist (driver)
Black Bagger (break & enter)	Medic (heal & medicate)	Wire Rat (gadgets)
Cleaner (remove evidence)	Mule (smuggler)	

2. Choose Investigative abilities. (These always succeed. Spend points from them to succeed even better.) Every rating point in an ability costs 1 build point.
  - a. You receive Streetwise and Tradecraft at 1 for free.
  - b. You may save build points to spend in-game to assign yourself new abilities, gain Tag-Team Tactical Benefits (see page 110), or boost your ability ratings.
3. Choose General abilities. (Roll a single 6-sided die and spend points to see if these abilities succeed.) Every rating point in an ability costs 1 build point, no cap, but your second-highest rating must be at least half that of your highest rating (not including Cover or Network).
  - a. You receive Cover 10 and Network 15 for free.
  - b. You receive Health and Stability at 4 for free.
  - c. Gain cherries if you invest 8+ points in a single General ability.

Rating	0	1–3	4–7	8+
Competence	Civilian-level	Trained	Professional	Dedicated Badass

4. Pick which general ability will be your MOS. (You automatically succeed once per session).
5. Build out your personality and dossier.
  - a. Define your Drive (e.g. atonement, solve a mystery, revenge) or Personal Arc (e.g. prove my old handler wasn't a traitor, find my long-lost father).
  - b. Name your Sources of Stability:
    - i. **Symbol:** The thing that reminds you of why you have to carry on and keep fighting.
    - ii. **Solace:** Your release and escape from this nightmare, be it a person, habit, or thing.
    - iii. **Safety:** The person and/or place you instinctively run to when shit goes sideways.
6. Sketch out your agent's past (see *Maps and Legends* on pages 41–42). As a group, describe how and when your team came together.

# FELLOW AGENTS

How our group of agents met:

Player:

Backgrounds:

Notes:

Character:

MOS:

Player:

Backgrounds:

Notes:

Character:

MOS:

Player:

Backgrounds:

Notes:

Character:

MOS:

Player:

Backgrounds:

Notes:

Character:

MOS: