

CODE NAME:

DESCRIPTION:

MOB :

Dealing with people or security systems who don't know you're there.

Ambush (Body):	Snipe (Speed):	Trap (Mind):	Scare (Comm):
Martial arts, melee weapons and dragging unsuspecting victims away.	Putting a bullet into people unexpectedly, from nowhere	Affixing grenades and traps with timers, sensors and triggers of all kinds	Hacking enemy communications and issuing fake orders/requests to draw enemies away
Weapon: Lethality:	Weapon: Lethality:	Weapon: Lethality:	Equipment: Lethality:

FORCE :

Dealing with people or security systems actively battling you.

Fight (Body):	Snipe (Speed):	Throw (Mind):	Shout (Comm):
Fighting close-up and dirty, including melee and improvised weapons.	Hitting opponents with any form of gun.	Tossing grenades or any instantly-activating device in active combat	Intimidating or commanding opponents, or redirecting them into each other's fire
Weapon: Lethality:	Weapon: Lethality:	Weapon: Lethality:	Equipment: Lethality:

Secondary Weapon:

INFILTRATION :

Obtaining objectives and maneuvering without being detected.

Sneak (Body):	Crack (Speed):	Retrieve (Mind):	Manipulate (Comm):
Identifying hiding places, getting to them, and avoiding guards' notice	Disabling non-computer systems, including lockpicking and safecracking.	Interfacing with computers for nefarious purposes	Talking to people and getting passwords, looking like you belong somewhere, disguise