AGENT DETAILS		WH TE LIES
NAME		
LANGUAGES	XP LEVEL	SUPPLEMENTAL TRAINING
CLASS TRANSPORTER	XP BONUS	
ABILITIES / NOTES  COMBAT TRAINING:  Inves, revolvers, semi-automatic pistols, Tasers, grenades, submachine guns, light armor, and any weapon designed to be fired from or mounted to a vehicle.  SKILL TRAINING: Bonus to operating, maintaining, and repairing vehicles of all types. +1 at 1st Level, improves to +2 at 4th Level, and +3 at 8th Level.  GEAR HEAD: Begin play with a vehicle whose value is not above \$50k. At 2nd and each additional level, add any one Vehicle Upgrade at no cost.  HIT POINTS  HIT POINTS  ARMOR	threats ST the	EQUIPMENT         Operative Kit
WEAPON TO-HIT DAMAGE	ROF RANGE AMI	MO NOTES
Semi-automatic Pistol		Spare Ammo         BHB