

STATEMENT OF RECOGNITION OF DECEASED

1. BELIEVED TO BE (BTB) IDENTIFIED DECEDENT

Full Name	Rivera, Richard Louis	Unidentified	4	422	1234	197104	7
REGISTRATION GROUP				RV			
CENTRAL FROM	W. on,		N/A		A		
DATE OF VIEWING	2015						
DATE OF INTERVIEW							

d. I HAVE PERSONALLY VIEWED THE REMAINS BTB IDENTIFIED ABOVE. RECOGNITION IS BASED ON THE  
Birthmark and mole, left collarbone below line of amputation.

SIGNATURE

DATE SIGNED

# AGENT DOSSIERS



EYES ONLY

An Asset for *Delta Green: The Role-Playing Game*



C01123352

DEPARTMENT OF COMMERCE  
BUREAU OF STANDARDS  
WASHINGTON

EXEMPT from automatic declassification  
per E.O. 11652, Sec. 5(E)(2)

Redacted / CTA 26 JAN 1978

Name A Agency 2020 Date

Reason 078-4 Review on:

891

the most suitable in

## Agent Dossiers Instructions—PDF Package

Download the files to your computer or device and select the character sheet you wish to use. When you customize a sheet, be sure to save it in a new PDF file so you can re-use the original later.

### Character Sheet Front

- » Add a **name** for your character.
- » Select an **employer** from the drop-down list, or replace the list with new text.
- » Add names and relationships for your character's **Bonds**.
- » Modify **stats and skills** however you like, subtracting from one stat or skill and adding to another. Do not make a skill higher than 80% without the Handler's permission. Do not make any stat higher than 18.
  - » If you modify STR or CON, adjust HP to equal the average of STR and CON, rounded up.
  - » If you modify POW stat, adjust WP, current SAN, and Breaking Point. Willpower Points equal POW. Current SAN equals POW x 5. Breaking Point equals POW x 4.
  - » If you modify CHA, adjust Bond scores. Each Bond's score equals CHA.

### Character Sheet Back

- » Revise and add to the lists of **equipment** and weapons as instructed by the Handler.
- » If you changed your character's Firearms, Heavy Weapons, Melee Weapons, or Unarmed Combat skill scores, adjust the **weapons** skill entries accordingly. The *Agent's Handbook* has details about each weapon and which skill it uses.
- » Adjust the skills on the front of the sheet according to the instructions in **Personal Details and Notes**. After finalizing all skills, delete those instructions to make room for your own notes.
- » Ask the Handler whether your character has any **special training** that is not already listed. The *Agent's Handbook* has details about special training.

RESTRICTED

TOP SECRET//ORCON//SPECIAL ACCESS

Aum Supreme Tr  
(Aum)  
a.k.a. Aum Shinky  
Aum