

DELTA GREEN

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|---------------|--|--|-------------------|--|---------------------------------------|--|--|--|
| PERSONAL DATA | 1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE) | | | | 2. PROFESSION (RANK IF APPLICABLE) | | | |
| | 3. EMPLOYER | | | | 4. NATIONALITY | | | |
| | 5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____ | | 6. AGE AND D.O.B. | | 7. EDUCATION AND OCCUPATIONAL HISTORY | | | |

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|--------------------------|-----------------------|---------|----|---|--------------------|---|----------------------------------|-------|
| STATISTICAL DATA | 8. STATISTICS | SCORE | ×5 | DISTINGUISHING FEATURES | PSYCHOLOGICAL DATA | 11. | BONDS | SCORE |
| | Strength (STR) | | | | | | | |
| | Constitution (CON) | | | | | | | |
| | Dexterity (DEX) | | | | | | | |
| | Intelligence (INT) | | | | | | | |
| | Power (POW) | | | | | | | |
| | Charisma (CHA) | | | | | | | |
| | 9. DERIVED ATTRIBUTES | MAXIMUM | | CURRENT | | 12. | MOTIVATIONS AND MENTAL DISORDERS | |
| | Hit Points (HP) | | | | | <div>RESTRICTED</div> <div>SPECIAL ACCESS</div> | | |
| | Willpower Points (WP) | | | | | | | |
| Sanity Points (SAN) | | | | | | | | |
| Breaking Point (BP) | | | | | | | | |
| 10. PHYSICAL DESCRIPTION | | | | 13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE | | | | |
| | | | | Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted | | | | |

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| APPLICABLE SKILL SETS | <input type="checkbox"/> Accounting (10%) | <input type="checkbox"/> First Aid (10%) | <input type="checkbox"/> Ride (10%) |
| | <input type="checkbox"/> Alertness (20%) | <input type="checkbox"/> Forensics (0%) | <input type="checkbox"/> Science (0%): |
| | <input type="checkbox"/> Anthropology (0%) | <input type="checkbox"/> Heavy Machinery (10%) | <input type="checkbox"/> Search (20%) |
| | <input type="checkbox"/> Archeology (0%) | <input type="checkbox"/> Heavy Weapons (0%) | <input type="checkbox"/> SIGINT (0%) |
| | <input type="checkbox"/> Art (0%): | <input type="checkbox"/> History (10%) | <input type="checkbox"/> Stealth (10%) |
| | | <input type="checkbox"/> HUMINT (10%) | <input type="checkbox"/> Surgery (0%) |
| | <input type="checkbox"/> Artillery (0%) | <input type="checkbox"/> Law (0%) | <input type="checkbox"/> Survival (10%) |
| | <input type="checkbox"/> Athletics (30%) | <input type="checkbox"/> Medicine (0%) | <input type="checkbox"/> Swim (20%) |
| | <input type="checkbox"/> Bureaucracy (10%) | <input type="checkbox"/> Melee Weapons (30%) | <input type="checkbox"/> Unarmed Combat (40%) |
| | <input type="checkbox"/> Computer Science (0%) | <input type="checkbox"/> Military Science (0%): | <input type="checkbox"/> Unnatural (0%) |
| | <input type="checkbox"/> Craft (0%): | <input type="checkbox"/> Navigate (10%) | Foreign Languages and Other Skills: |
| | | <input type="checkbox"/> Occult (10%) | <input type="checkbox"/> |
| | <input type="checkbox"/> Criminology (10%) | <input type="checkbox"/> Persuade (20%) | <input type="checkbox"/> |
| | <input type="checkbox"/> Demolitions (0%) | <input type="checkbox"/> Pharmacy (0%) | <input type="checkbox"/> |
| | <input type="checkbox"/> Disguise (10%) | <input type="checkbox"/> Pilot (0%): | <input type="checkbox"/> |
| | <input type="checkbox"/> Dodge (30%) | | <input type="checkbox"/> |
| | <input type="checkbox"/> Drive (20%) | | <input type="checkbox"/> |
| | <input type="checkbox"/> Firearms (20%) | <input type="checkbox"/> Psychotherapy (10%) | <input type="checkbox"/> |

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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|--|--|---------|------------|---------------------|---|-------------|-------------|------|
| INJURIES | 14. WOUNDS AND AILMENTS | | | | | | | |
| | Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further | | | | | | | |
| EQUIPMENT | 15. ARMOR AND GEAR | | | | | | | |
| | Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls. | | | | | | | |
| | 16. WEAPONS | SKILL % | BASE RANGE | DAMAGE | ARMOR PIERCING | LETHALITY % | KILL RADIUS | AMMO |
| | (a) | | | | | | | |
| | (b) | | | | | | | |
| | (c) | | | | | | | |
| | (d) | | | | | | | |
| | (e) | | | | | | | |
| | (f) | | | | | | | |
| | (g) | | | | | | | |
| REMARKS | 17. PERSONAL DETAILS AND NOTES | | | | 18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY | | | |
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| Please indicate why this agent was recruited and why the agent agreed to be recruited. | | | | | | | | |
| 20. AUTHORIZING OFFICER | | | | 21. AGENT SIGNATURE | | | | |

THIS IS A WORK OF FICTION