

# DELTA GREEN

|               |  |  |                   |  |                                       |  |  |  |
|---------------|--|--|-------------------|--|---------------------------------------|--|--|--|
| 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<br><input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____ |  | 6. AGE AND D.O.B. |  | 7. EDUCATION AND OCCUPATIONAL HISTORY |  |  |  |

|                          |                       |         |    |                         |                    |   |       |
|--------------------------|-----------------------|---------|----|-------------------------|--------------------|---|-------|
| 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)       |         |    |                         |                    | 13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE<br>Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted |       |
|                          | Willpower Points (WP) |         |    |                         |                    |   |       |
| Sanity Points (SAN)      |                       |         |    |                         |                    |   |       |
| Breaking Point (BP)      |                       |         |    |                         |                    |   |       |
| 10. PHYSICAL DESCRIPTION |                       |         |    |                         |                    |   |       |

|                       |  |   |   |
|-----------------------|--|---|---|
| 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"/> Artillery (0%)        | <input type="checkbox"/> HUMINT (10%)           | <input type="checkbox"/> Surgery (0%)         |
|                       | <input type="checkbox"/> Athletics (30%)       | <input type="checkbox"/> Law (0%)               | <input type="checkbox"/> Survival (10%)       |
|                       | <input type="checkbox"/> Bureaucracy (10%)     | <input type="checkbox"/> Medicine (0%)          | <input type="checkbox"/> Swim (20%)           |
|                       | <input type="checkbox"/> Computer Science (0%) | <input type="checkbox"/> Melee Weapons (30%)    | <input type="checkbox"/> Unarmed Combat (40%) |
|                       | <input type="checkbox"/> Craft (0%):           | <input type="checkbox"/> Military Science (0%): | <input type="checkbox"/> Unnatural (0%)       |
|                       | <input type="checkbox"/> Criminology (10%)     | <input type="checkbox"/> Navigate (10%)         | Foreign Languages and Other Skills:           |
|                       | <input type="checkbox"/> Demolitions (0%)      | <input type="checkbox"/> Occult (10%)           | <input type="checkbox"/>                      |
|                       | <input type="checkbox"/> Disguise (10%)        | <input type="checkbox"/> Persuade (20%)         | <input type="checkbox"/>                      |
|                       | <input type="checkbox"/> Dodge (30%)           | <input type="checkbox"/> Pharmacy (0%)          | <input type="checkbox"/>                      |
|                       | <input type="checkbox"/> Drive (20%)           | <input type="checkbox"/> Pilot (0%):            | <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.

|  |  |         |            |                     |   |             |             |      |
|--|--|---------|------------|---------------------|---|-------------|-------------|------|
| 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 |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
|  |  |         |            |                     |   |             |             |      |
| 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