DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
	Federal Agent
3. EMPLOYER	4. NATIONALITY
Select or Enter Employer Name	

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____		

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	
Charisma (CHA)	13	65	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	99	70
Breaking Point (BP)		56

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)		☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)		☐	

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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TOP SECRET//ORCON/SPECIAL ACCESS
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INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Agency badge and identification card, medium pistol (usually .40 or 9mm) in a belt holster, two spare magazines in a belt pouch, tactical light, handcuffs in a belt pouch, Kevlar vest, windbreaker jacket printed with the name of the agency, encrypted smartphone, police-band radio with earpiece and throat microphone, small evidence-collection kit. Maybe a light pistol (usually a small-frame 9mm) in an ankle or small-of-the-back holster for backup. Additional equipment usually carried in the agency car includes tactical body armor, Kevlar helmet, encrypted laptop with access to agency networks, first aid kit, a portable fire extinguisher, and either a light carbine (5.56 mm) with holographic sight and two spare magazines or a pump-action shotgun with 40 spare rounds in boxes (half of them slugs).

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) Unarmed	60		1d4-1				
(b) Pistol	50	15 m	1d10				15
(c) Carbine	50	100 m	1d12	3			30
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Many Delta Green Agents are federal law enforcement officers, mostly from the FBI. Delta Green decided long ago that federal agents have the optimum balance of skills and mental stability needed to confront the unnatural.

Choose one additional skill from this list:
» Accounting 60%
» Computer Science 50%
» Foreign Language (choose one) 50%
» Heavy Weapons 50%
» Pharmacy 50%

Bonus skill points: Add +20% to each of any six skills (up to a maximum of 80%).

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

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