DELTA GREEN

AGENT DOSSIERS

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

C01123352

DEPARTMENT OF COMMERCE

BUREAU OF STANDARDS

WASHINGTON

EXEMPT from automatic declassifica
per E.O. 11652, Sec. 5(E)(2)
Name / Agency / Date
Reason / Review on: 2020

the most suitable in

Agent Dossiers Instructions—Portfolio Version

Open this PDF portfolio in Adobe Reader or Adobe Acrobat. It will not work properly in non-Adobe PDF readers or on iOs mobile devices. If for any reason the character sheets are not editable, please download and use the "PDF Package" version of *Delta Green: Agent Dossiers*.

Select a character sheet that you wish to use. Export or save it as a new, separate PDF file before customizing it. That way you can use the original again 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.

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TOP SECRET//ORCON//SPECIAL ACCESS

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