DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
	Police Officer
3. EMPLOYER	4. NATIONALITY

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)	14	70	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	13	65	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	13	
Sanity Points (SAN)	99	65
Breaking Point (BP)		52

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

RESTRICTED
TOP SECRET//ORCON/SPECIAL ACCESS
RECEIVED DELTA GREEN

APPLICABLE SKILL SETS

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

Badge and identification card, reinforced Kevlar vest, duty belt, two spare pistol magazines in a belt pouch, folding knife, hand cuffs with cuff key, flashlight, handheld radio, pen, and pocket notebook. Some departments require officers to wear body cameras and audio recorders. Many officers carry a light backup pistol (usually a small-frame 9 mm) in an ankle or under-shirt holster, extra pistol magazines, leather gloves, multitool, hemostatic gel, and emergency bandages or self-applying tourniquet. A patrol car usually carries a police radio, boxes of spare ammunition, riot helmet and riot baton, spike strips, flares, reflective vest to wear in traffic, evidence bags, traffic cones, blood-borne pathogen kit, fire extinguisher, mounted laptop computer, driver's-license scanner, a stuffed animal or blanket to comfort a child, towels, crowbar, various tools and bad-weather gear, clipboard, forms and paperwork, map books and reference books (drug identification, HAZMAT codes, terrorism response), bottled water, energy bars, antibacterial gel, first aid kit, basic tools, doorstops, chalk, batteries, and sunscreen.

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				
(b) Pepper spray	55	1 m	Stun				
(c) CED pistol	40	4 m	Stun				
(d) Collapsible baton	50		1d6+1				
(e) Pistol	40	15 m	1d10				15
(f) Carbine	40	100 m	1d12	3			30
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

You serve and protect. Police officers walk the beat in uniform. Deputy sheriffs answer to an elected law enforcer and have jurisdiction over an entire county. Detectives come in after the fact and put the pieces together.

Choose one from the following skills:
» Forensics 50%
» Heavy Machinery 60%
» Heavy Weapons 50%
» Ride 60%

Bonus skill points: Add +20% each to any eight 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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