DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
	Special Agent
3. EMPLOYER	**4. NATIONALITY**
Environmental Protection Agency	

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____		Office of Criminal Enforcement, Forensics and Training (OCEFT)

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
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

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

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ 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%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)		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%)	40			☐	
☐ 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

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, crowbar, hammer, wrench, rebreather, hazmat suit, chemical sniffers and sampling gear, sewer camera, photoionization detector, 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) Pistol	40	15 m	1d10				15
(b) Unarmed	60		1d4-1				
(c) Carbine	40	100 m	1d12	3			30
(d) Shotgun (shot)	60	50 m	2d10	(double armor)			5
(e) Shotgun (slug)	40	75 m	2d6				5
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

The EPA's OCEFT contains the Criminal Investigations Division (CID) as well as the National Enforcement Investigations Center (NEIC). OCEFT is responsible for criminal law enforcement and environmental forensics.

Choose one additional skill from this list:
» Science (Biology) 40%
» Science (Chemistry) 40%
» Science (Environmental) 40%

Bonus skill points: Add +20% to each of 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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