DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE) Firefighter
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)	14	70	
Dexterity (DEX)	12	60	
Intelligence (INT)	10		
Power (POW)	12	60	
Charisma (CHA)	10		

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	99	60
Breaking Point (BP)		48

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

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

RESTRICTED
TOP SECRET//ORCON/SPECIAL ACCESS REQUIRED
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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

Fire helmet with face shield and fire-resistant hood, turnout pants and jacket (Armor 4), leather boots, self-contained breathing apparatus, heavily-insulated leather gloves, Personal Alert Safety System with GPS tracking, fire axe and Halligan forcible-entry tool ("the Irons").

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	40		1d4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Your job oscillates between the tedium of maintaining your gear, exhilaration when the alarm finally comes, and the work of investigating a scene after the smoke has cleared. If you're involved with Delta Green, you clearly stumbled into something worse than a house fire.

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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