DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
	Special Agent - Hostage Rescue Team
3. EMPLOYER FBI	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)	13	65	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	14	70	
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)		☐ Ride (10%)	
☐ Alertness (20%)	60	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)		☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)		☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	50	☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)		☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)		☐	
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ 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

Agency badge and identification card, assault rifle or carbine (5.56 mm) with laser sight and underslung flashlight, six spare magazines in a chest rig, semi-automatic shotgun with six spare shells in a receiver mount, medium pistol (usually .40, .45, or 9 mm), two spare magazines in a chest rig, tactical knife, flash-bang and tear-gas grenades, CED pistol, pepper spray cannister, battering ram, Halligan forcible-entry tool, ballistic shield, tactical radio, earpiece, throat microphone, flexible cuffs, tactical body armor, vest with agency identification, knee and elbow pads, gloves, helmet, re-retardant balaclava, tinted goggles, assault webbing for magazines and grenades, hydration system (such as a camelback), binoculars, high-power flashlight, and rappelling harnesses and equipment.

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) Tactical knife	50		1d6+1	3			
(c) Carbine	60	100 m	1d12	3			30
(d) Shotgun (shot)	80	50 m	2d10	(double armor)			5
(e) Pistol	60	15 m	1d10				15
(f) Hand grenade	80	20 m			15%	10 m	
(g) Flashbang	80	20 m	Stun			10 m	

REMARKS

17. PERSONAL DETAILS AND NOTES

HRT and SWAT specialize in kinetic tactical know-how and rapid takedowns in all types of environments. HRT is a unique SWAT force that specializes in anti-terror operations.

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

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED
Parachute	Dex

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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