DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
	Deputy U.S. Marshal
3. EMPLOYER	4. NATIONALITY
U.S. Marshals Service	

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____		Tactical Operations Division/Special Operations Group (SOG)

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
	10

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%)		☐ Ride (10%)	
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	40
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ 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%)	60	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ 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

Dog tags, assault carbine (5.56 mm) with holographic sight, targeting laser and sound suppressor, six spare magazines in a chest rig, medium pistol (usually .40, .45, or 9 mm) in a holster, two spare magazines in a chest rig, two fragmentation hand grenades, two smoke grenades, two "flash-bang" stun grenades, combat knife, flexible cuffs, tactical body armor, Kevlar helmet, tactical light, goggles or sunglasses, night vision goggles, military-band radio with earpiece and throat microphone, multitool, compass, field dressing, and GPS.

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		1d4-1				
(b) Carbine	50	100 m	1d12	3			30
(c) Pistol	50	15 m	1d10				15
(d) Combat knife	50		1d6+1	3			
(e) Hand grenade	80	20 m			15%	10 m	
(f) Flashbang	80	20 m	Stun			10 m	
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

The SOG is a highly trained, all-volunteer group of deputy marshals that are on call to provide SWAT support in emergencies.

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