DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
	Explosive Ordnance Disposal (EOD)
3. EMPLOYER: U.S. Navy	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)	12	60	
Constitution (CON)	13	65	
Dexterity (DEX)	13	65	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	99	60
Breaking Point (BP)		48

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 REQUIRED DELTA GREEN

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)	30	☐ Ride (10%)	
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ 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%)	30	☐ Melee Weapons (30%)		☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Sea	50	☐ 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%)	60	☐ Persuade (20%)		☐	
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)		☐ Pilot (0%):	40	☐	
☐ Drive (20%)				☐	
☐ 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.

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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

Mechanical and engineering tools, Personal Protective Equipment (PPE), hardened gloves and goggles, and a large library on physical sciences, chemistry, and demolitions.

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

REMARKS

17. PERSONAL DETAILS AND NOTES

EOD techs disarm all types of ordnance, including improvised, chemical, biological, and nuclear weapons. They are expected to forward deploy with any type of unit, including special-operations forces. Navy EOD techs are also elite divers.

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
SCUBA gear	Swim

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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