## DELTA GREEN

Personal data	1. LAST NAME, FIRST NAME, MI	IDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)						
	3. EMPLOYER		4. NATIONALITY						
	5. SEX 6	S. AGE AND D.O.B.	7. EDUCATIO	n and	OCCUPATIONAL HISTORY				
	8. STATISTICS SCORE ×	<5 DISTINGUISH	ING FEATURES		11.	BONDS SCOR			
STATISTICAL DATA	Strength (STR)								
	Constitution (CON)								
	Dexterity (DEX)								
	Intelligence (INT)			OATA					
	Power (POW)			PSYCHOLOGICAL DATA					
	Charisma (CHA)			100l					
	9. DERIVED ATTRIBUTES	MAXIMUM	aum current		12. MOTIV	motivations and mental disorders			
	Hit Points (HP)			PSY					
	Willpower Points (WP)						15		
	Sanity Points (SAN)					ACCE			
	Breaking Point (BP)				SPECIAL ACCESS				
	10. PHYSICAL DESCRIPTION	1000	a 0			+ R B-1-			
	All pro-		ORCU	_	T.T.A	OF SAN LOSS WITHOUT GOING I			
		CRET	RED		Violence	adapted Helplessness 🗌 🗎 🗀	_ adapted		
	☐ Accounting (10%)	DEQD +	First Aid (10%)			☐ Ride (10%)			
	☐ Alertness (20%)		orensics (0%)			Science (0%):			
	☐ Anthropology (0%)		Heavy Machinery	(10%)					
	☐ Archeology (0%)		Heavy Weapons (	(0%)		Search (20%)			
	☐ Art (0%):		History (10%)			SIGINT (0%)			
			HUMINT (10%)			Stealth (10%)			
	☐ Artillery (0%)	l	_aw (0%)			Surgery (0%)			
SETS	☐ Athletics (30%)		Medicine (0%)			Survival (10%)			
KILL	☐ Bureaucracy (10%)		☐ Melee Weapons (30%)			☐ Swim (20%)			
BLE S	☐ Computer Science (0%)		Military Science (	0%):		☐ Unarmed Combat (40%)			
APPLICABLE SKILL SETS	☐ Craft (0%):					Unnatural (0%)			
API		1	☐ Navigate (10%)			Foreign Languages and Other Skil	ls:		
	Criminology (10%)		Occult (10%)						
	☐ Demolitions (0%)	F	Persuade (20%)						
	☐ Disguise (10%)	[10%] Pharmacy (0%							
	☐ Dodge (30%)	F	Pilot (0%):						
	☐ Drive (20%)								
	Firearms (20%)		Psychotherapy (10	0%)					
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	14. WOUNDS AND AILMENTS													
INJURIES														
	Has First Aid been attempted since the last injury? 🔲 yes: only Medicine, Surgery, or long-term rest can help further													
	15.	ARMOR AND GEAR												
ENT	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.													
EQUIPMENT	16.	WEAPONS	SKILL %	BASE RANGE	DAMA		ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO				
В	(a)													
	(b)													
	(c)													
	(d)													
	(e)													
	(f)													
	(g)													
	17. PERSONAL DETAILS AND NOTES 1						evelopments whic	h affect homi	AND FAMILY					
REMARKS						19.	SPECIAL TRAINING		SKILL OR STAT US	ED				
									F					
	Please indicate why this agent was recruited a						d and why the agent agreed to be recruited.							
20. <i>A</i>	20. AUTHORIZING OFFICER					21. AGENT SIGNATURE								
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