

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL				2. PROFESSION (RANK IF APPLICABLE)			
	3. EMPLOYER				4. NATIONALITY			
	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B.		7. EDUCATION AND OCCUPATIONAL HISTORY			

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)					<input type="checkbox"/>		
	Constitution (CON)					<input type="checkbox"/>		
	Dexterity (DEX)					<input type="checkbox"/>		
	Intelligence (INT)					<input type="checkbox"/>		
	Power (POW)					<input type="checkbox"/>		
	Charisma (CHA)							
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)	(STR + CON)/2		<div>RESTRICTED</div> <div>SPECIAL ACCESS</div>				
	Willpower Points (WP)	POW						
Sanity Points (SAN)	99 - Unnatural							
Breaking Point (BP)	N/A							
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (10%)	<input type="checkbox"/> Ride (10%)
	<input type="checkbox"/> Alertness (20%)	<input type="checkbox"/> Forensics (0%)	<input type="checkbox"/> Science (0%):
	<input type="checkbox"/> Anthropology (0%)	<input type="checkbox"/> Heavy Machinery (10%)	
	<input type="checkbox"/> Archeology (0%)	<input type="checkbox"/> Heavy Weapons (0%)	<input type="checkbox"/> Search (20%)
	<input type="checkbox"/> Art (0%):	<input type="checkbox"/> History (10%)	<input type="checkbox"/> SIGINT (0%)
		<input type="checkbox"/> HUMINT (10%)	<input type="checkbox"/> Stealth (10%)
	<input type="checkbox"/> Artillery (0%)	<input type="checkbox"/> Law (0%)	<input type="checkbox"/> Surgery (0%)
	<input type="checkbox"/> Athletics (30%)	<input type="checkbox"/> Medicine (0%)	<input type="checkbox"/> Survival (10%)
	<input type="checkbox"/> Bureaucracy (10%)	<input type="checkbox"/> Melee Weapons (30%)	<input type="checkbox"/> Swim (20%)
	<input type="checkbox"/> Computer Science (0%)	<input type="checkbox"/> Military Science (0%):	<input type="checkbox"/> Unarmed Combat (40%)
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Unnatural (0%)
		<input type="checkbox"/> Navigate (10%)	Foreign Languages and Other Skills:
	<input type="checkbox"/> Criminology (10%)	<input type="checkbox"/> Occult (10%)	<input type="checkbox"/>
	<input type="checkbox"/> Demolitions (0%)	<input type="checkbox"/> Persuade (20%)	<input type="checkbox"/>
	<input type="checkbox"/> Disguise (10%)	<input type="checkbox"/> Pharmacy (0%)	<input type="checkbox"/>
	<input type="checkbox"/> Dodge (30%)	<input type="checkbox"/> Pilot (0%):	<input type="checkbox"/>
	<input type="checkbox"/> Drive (20%)		<input type="checkbox"/>
	<input type="checkbox"/> Firearms (20%)	<input type="checkbox"/> Psychotherapy (10%)	<input type="checkbox"/>

Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.



<b>INJURIES</b>	14. WOUNDS AND AILMENTS								
	Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.								
<b>EQUIPMENT</b>	15. ARMOR AND GEAR								
	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)								
	(b)								
	(c)								
	(d)								
	(e)								
	(f)								
	(g)								
<b>REMARKS</b>	17. PERSONAL DETAILS AND NOTES				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				

THIS IS A WORK OF FICTION