

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)			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	x5	DISTINGUISHING FEATURES					
	Strength (STR)								
	Constitution (CON)								
	Dexterity (DEX)								
	Intelligence (INT)								
	Power (POW)								
	Charisma (CHA)								
	9. DERIVED ATTRIBUTES		MAXIMUM		CURRENT				
	Hit Points (HP)								
	Willpower Points (WP)								
Sanity Points (SAN)									
Breaking Point (BP)									
10. PHYSICAL DESCRIPTION									
RESTRICTED SPECIAL ACCESS DELTA GREEN						11. BONDS		SCORE	
12. MOTIVATIONS AND MENTAL DISORDERS									
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"/> Search (20%)
	<input type="checkbox"/> Archeology (0%)	<input type="checkbox"/> Heavy Weapons (0%)	<input type="checkbox"/> SIGINT (0%)
	<input type="checkbox"/> Art (0%):	<input type="checkbox"/> History (10%)	<input type="checkbox"/> Stealth (10%)
		<input type="checkbox"/> HUMINT (10%)	<input type="checkbox"/> Surgery (0%)
	<input type="checkbox"/> Artillery (0%)	<input type="checkbox"/> Law (0%)	<input type="checkbox"/> Survival (10%)
	<input type="checkbox"/> Athletics (30%)	<input type="checkbox"/> Medicine (0%)	<input type="checkbox"/> Swim (20%)
	<input type="checkbox"/> Bureaucracy (10%)	<input type="checkbox"/> Melee Weapons (30%)	<input type="checkbox"/> Unarmed Combat (40%)
	<input type="checkbox"/> Computer Science (0%)	<input type="checkbox"/> Military Science (0%):	Unnatural (0%)
	<input type="checkbox"/> Craft (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 1 to each checked skill and erase all checks.

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

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)								

REMARKS

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