

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)				2. PROFESSION (RANK IF APPLICABLE) <b>Judge Advocate General</b>			
	3. EMPLOYER <b>US Navy Judge Advocate General's Corps.</b>				4. NATIONALITY <b>US Citizen</b>			
	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B.		7. EDUCATION AND OCCUPATIONAL HISTORY <b>JD</b>			

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11.	BONDS	SCORE	
	Strength (STR)	10	50				Ex and kids	14	
	Constitution (CON)	10	50				Current Spouse	14	
	Dexterity (DEX)	11	55				Diana and Bruce, Coworkers	14	
	Intelligence (INT)	15	75				Dr. Cook, old friend	14	
	Power (POW)	9	45						
	Charisma (CHA)	14	70						
	9. DERIVED ATTRIBUTES		MAXIMUM			CURRENT	12.	MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		10				<div>RESTRICTED ACCESS</div>		
	Willpower Points (WP)		12						
Sanity Points (SAN)		60		55					
Breaking Point (BP)				51					
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)		<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	40	<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%)	40
	<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%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	70	<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%)	50	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Unarmed Combat (40%)	
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		Sea		Foreign Languages and Other Skills:	
			<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Japanese	50
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<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%)	60	<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.



<b>INJURIES</b>	<b>14. WOUNDS AND AILMENTS</b>							
	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>	<b>15. ARMOR AND GEAR</b> ID, Fake ID, Glock 30, Laptop, Briefcase							
	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) Fists	40		1d4-1				
	(b) Glock 30	60		1d10				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							
<b>REMARKS</b>	<b>17. PERSONAL DETAILS AND NOTES</b> Was once held captive.				<b>18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY</b>			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							
	<b>20. AUTHORIZING OFFICER</b>				<b>21. AGENT SIGNATURE</b>			

THIS IS A WORK OF FICTION