DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)	2. PROFESSION (RANK IF APPLICABLE)
3. EMPLOYER Office of Naval Intelligence (ONI)	**4. NATIONALITY** US Citizen

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____		MS in Engineering, works at Farragut Analysis Center

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	
Constitution (CON)	13	65	
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	
Power (POW)	14	70	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	56
Breaking Point (BP)		42

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Trevor James, classmate	10
Yolanda, sister	10
Dr. Waters, psychologist	10

12. MOTIVATIONS AND MENTAL DISORDERS

Megalomania: When this disorder is triggered, it makes your Agent impossible to interact with; all uses of CHA, Bureaucracy, Disguise, Persuade, and Psycotherapy fail as every doubt about your agent's superiority filles them with indignation.

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐☐☐ *adapted* Helplessness ☐☐☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)		☐ Science (0%): Engineering	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	80
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)	80	☐ Military Science (0%): Sea	40	☐ Unarmed Combat (40%)	
☐ Craft (0%):				Unnatural (0%)	10
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	30	☐ Mandarin	50
☐ Demolitions (0%)		☐ Persuade (20%)		☐ Korean	50
☐ Disguise (10%)		☐ Pharmacy (0%)		☐ Science (Physics)	20
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)	40	☐ 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

Laptop, Badge, Glock 30, Fake ID

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	40		1d10				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

Past Experience: Things Man was Not Meant to Know

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

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