

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)				2. PROFESSION (RANK IF APPLICABLE) Special Agent			
	3. EMPLOYER Central Intelligence Agency Political Action Group (PAG)				4. NATIONALITY US Citizen			
	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)	10	50				Grandma	15
	Constitution (CON)	10	50					
	Dexterity (DEX)	12	60					
	Intelligence (INT)	11	55					
	Power (POW)	14	70					
	Charisma (CHA)	15	75					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10			Sleep Disorder. Whenever your Agent tries to sleep, make a SAN test. If it fails, they wake repeatedly in terror and lose the possibility of resting or regaining any WP for 24 hours		
	Willpower Points (WP)		14					
Sanity Points (SAN)		70	56	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Breaking Point (BP)			42	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				
10. PHYSICAL DESCRIPTION								

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<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%)	40	<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%)	40	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	
	<input type="checkbox"/> Athletics (30%)	40	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	10
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)		Foreign Languages and Other Skills:	
	Forgery	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/> Mandarin	50
	<input type="checkbox"/> Criminology (10%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/> Korean	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/> Vietnamese	40
	<input type="checkbox"/> Disguise (10%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)				<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)				<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<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>	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 ID, Fake ID, Another Fake ID, Encrypted Smartphone, make up kit							
	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	60		1d4-1				
	(b) Glock	40		1d10				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							
<b>REMARKS</b>	17. PERSONAL DETAILS AND NOTES Knows 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			

THIS IS A WORK OF FICTION