

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE)				2. PROFESSION (RANK IF APPLICABLE) Mechanic, Airman First Class			
	3. EMPLOYER Air Force				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)	13	65			Childhood friend, Kelly	11	
	Constitution (CON)	11	55			Parents	11	
	Dexterity (DEX)	13	65			Partner	11	
	Intelligence (INT)	12	60					
	Power (POW)	12	60					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)	12		<div>RESTRICTED ACCESS</div>				
	Willpower Points (WP)	12						
Sanity Points (SAN)	60							
Breaking Point (BP)		48						
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%)	60	<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<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%)		<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%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		Air Force		Foreign Languages and Other Skills:	
	Engineering	60	<input type="checkbox"/> Navigate (10%)	60	<input type="checkbox"/> Craft: Electrical	60
	<input type="checkbox"/> Criminology (10%)		<input type="checkbox"/> Occult (10%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<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%)	60			<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.

INJURIES	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							
EQUIPMENT	15. ARMOR AND GEAR Dog tags, tool box							
	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	50		1d4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							
REMARKS	17. PERSONAL DETAILS AND NOTES You have a bit of a...drinking problem				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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