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	6. AGE AND I	D.O.B. 7. EDUCATION AND		O OCCUPATIONAL HISTORY						
STATISTICAL DATA	8. STATISTICS SCORE	×5 DISTIN	DISTINGUISHING FEATURES			11.	BONDS SCORE				
	Strength (STR)										
	Constitution (CON)	1									
	Dexterity (DEX)										
	Intelligence (INT)			DSACHOLOGICAL DATA							
	Power (POW)				CAL						
	Charisma (CHA)				1901						
	9. DERIVED ATTRIBUTES	MAXIMU	MAXIMUM		OHO	12. MOTIVATIONS AND MENTAL DISORDERS					
	Hit Points (HP)				PSY						
	Willpower Points (WP)										
	Sanity Points (SAN)	(EE)	- SED - SE		50		ACCEDO				
	reaking Point (BP)		TA.	40		SPECIAL ACCESS					
	10. PHYSICAL DESCRIPTION										
	RH			- OROJ		13.IN	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
	APET					Violence adapted Helplessness adapted					
	☐ Accounting (10%)	R.F.€	☐ fi	rst Aid (10%)			☐ Ride (10%)				
	☐ Alertness (20%)		Forensics (0%)				Science (0%):				
	☐ Anthropology (0%)		☐ Heavy Machinery (10%)								
	☐ Archeology (0%)		☐ Heavy Weapons (0%)				☐ Search (20%)				
	☐ Art (0%):		☐ History (10%)				☐ SIGINT (0%)				
			☐ HUMINT (10%)				Stealth (10%)				
	☐ Artillery (0%)		☐ Lo	ıw (0%)			Surgery (0%)				
APPLICABLE SKILL SETS	Athletics (30%)		☐ Medicine (0%)				Survival (10%)				
	☐ Bureaucracy (10%)		☐ Melee Weapons (309				Swim (20%)				
BLE S	☐ Computer Science (0%)		□ M	ilitary Science	(0%):		☐ Unarmed Combat (40%)				
۱ICA	☐ Craft (0%):	7	1 34				Unnatural (0%)				
API			☐ Navigate (10%)				Foreign Languages and Other Skills:				
	Criminology (10%)		Occult (10%)								
	Demolitions (0%)	Demolitions (0%)		Persuade (20%)							
	☐ Disguise (10%)		☐ Pharmacy (0%)								
	Dodge (30%) Drive (20%)		Pilot (0%):								
	Firearms (20%)	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	☐ Ps	sychotherapy (1	0%)						
	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.										

	14. WOUNDS AND AILMENTS											
									4 T			
INJURIES									10			
Z	1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2											
	Has First Aid b	peen attempte	d since the last inj	ury? 🗌 yes	s: onl	y Medicine, Surgery,	or long-term rest	can help further				
EQUIPMENT	15. ARMOR AND GEAR	Jan Jan			To a		* 10 - 1					
				-								
	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)		1.5%		2							
	(f)			- And Section 1		Alaman .						
	(g)		5									
	17. PERSONAL DETAILS A	AND NOTES		8. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY								
									f.			
							-					
REMARKS							77					
					9.	SPECIAL TRAINING	\$ 1 S	SKILL OR STAT USED				
					1							
								4				
	Section 1						A TOTAL CONTRACTOR OF THE PROPERTY OF THE PROP					
	Plana : Jinto du di mana					why the good so-	ad to be recruited		1 Programming			
20. /	AUTHORIZING OFFICER	rieuse maic	uie wily illis agent		ted and why the agent agreed to be recruited. 21. AGENT SIGNATURE							
			Tour -									

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