DGGEN DTG 2021-11-05T06:39:32.233719Z
CLASSIFIED/DG/NTK//
SUBJ ROSTER/ACTIVE/NOCELL/CONUS//

Anthropologist.....2

Business Executive.....62

Computer Scientist.....82

Criminal.....142

Engineer.....222

Federal Agent.....302

Firefighter.....544

Foreign Service Officer.....604

Historian.....684

Intelligence Analyst.....764

Intelligence Case Officer.....844

Lawyer.....924

Marine.....964

Media Specialist.....1124

Nurse.....1164

Paramedic.....1224

Physician.....1284

Pilot.....1344

Police Officer.....1384

Program Manager.....1504

Sailor.....1524

Scientist.....1564

Soldier.....1644

Special Operator.....1844

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LUNDBERG, Chantelle	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Claymont, DE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (SEP 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	60
[ ] Art (0%):	20	[ ] History (10%)	80	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEMON, Ted	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shreveport, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAY 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Crafty
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	60	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHEERER, Tracy	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hollywood, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (JAN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	16	80	Nimble
Intelligence (INT)	8	40	Oblivious
Power (POW)	11	55	
Charisma (CHA)	16	80	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUMISTON, Grady	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mason, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAY 28)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRIPPS, Jason	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Day Rural, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (AUG 24)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	60	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TRESSLER, Abram	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rockwood, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (DEC 11)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AYALA, Lia	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boykins, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (FEB 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	50
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	80	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WESSELS, Jermaine	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lafayette, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (APR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ENO, Betty	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moore, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (JUL 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	70
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	70	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEPP, Brennan	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Doyle, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RIGSBY, Kristin	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Freeborn, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (DEC 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Crafty
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ASENCIO, Kirby	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bowesmont, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (AUG 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	15	75	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	60	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HYLER, Heidi	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Linden, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (MAR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
YOHO, Darell	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Karbers Ridge, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (MAR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	6	30	Unfit
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	12	60	
Power (POW)	17	85	Indomitable
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCNISH, Abbie	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Claremont, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	46 (APR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	14	70	Quick witted
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	60	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RENARD, Christopher	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Monticello, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Unflinching
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MARANO, Emily	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mylo, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (APR 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Perceptive
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	70
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PINEGAR, Lynn	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ochlocknee, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (NOV 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	15	75	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOULTON, Sofia	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pearsonville, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (DEC 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Crafty
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	70	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOOPS, Ashton	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wingate, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (JUL 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Astute
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SILBERMAN, Stacia	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Calvary, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (DEC 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BURGOON, Pete	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Homeland, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	14	70	Quick witted
Power (POW)	15	75	Brave
Charisma (CHA)	7	35	Inhibited

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LENOIR, Genevieve	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oak Brook, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (APR 6)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	40	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOLLMAN, Marcos	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Appleton City, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (AUG 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Brave
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HELMUTH, Serena	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Melvindale, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (MAY 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	15	75	Cunning
Power (POW)	8	40	Pessimistic
Charisma (CHA)	8	40	Unfriendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEEDOM, Noe	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wayne, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (APR 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COTTONE, Holli	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grafton, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Quick witted
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TOLLESON, Brenden	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Edgewater, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (MAY 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	15	75	Stoic
Charisma (CHA)	16	80	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	40	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VANHORN, Rhonda	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Erin, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (JAN 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	14	70	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VANBUREN, Jacques	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ferdinand, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (DEC 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Unflinching
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRENTON, Monique	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tamassee, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (MAY 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	80	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GOEHRING, Tommy	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hawkins, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (FEB 27)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LYONS, Jeanette	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fortville, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (JUN 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	15	75	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	70	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GLICKMAN, Rodney	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glencoe, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (JAN 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	12	60	
Power (POW)	16	80	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	80	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARRIOLA, Rene	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Danville, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (JUL 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	18	90	Tough
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	14	70	Canny
Power (POW)	10	50	
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	30	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TRUJILLO, Fletcher	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cornelius, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (OCT 20)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHIPPS, Antoinette	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Newark, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (NOV 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	16	80	Crafty
Power (POW)	17	85	Imperturbable
Charisma (CHA)	16	80	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHAVES, Marco	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morrow, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (MAY 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	18	90	Tough
Dexterity (DEX)	16	80	Quick footed
Intelligence (INT)	15	75	Canny
Power (POW)	7	35	Low spirited
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	70	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STALNAKER, Ginger	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brockway, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (APR 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	14	70	Canny
Power (POW)	15	75	Strong-willed
Charisma (CHA)	8	40	Shy

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	70	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	80	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRAND, Jeremey	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chuckey, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (MAR 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PASKO, Kassie	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chatfield, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (MAR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	10	50	
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUCA, Marshall	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wahkon, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (APR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	13	65	Robust
Dexterity (DEX)	16	80	Nimble
Intelligence (INT)	13	65	Canny
Power (POW)	16	80	Brave
Charisma (CHA)	8	40	Inhibited

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Mathematics	40 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRODE, Joanna	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bliss, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (APR 23)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARENDT, George	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Karns, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (DEC 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SLAVIN, Elisabeth	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) White Oak, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (DEC 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRAVLEY, Cortez	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Miami Beac, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (FEB 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZABALA, Devon	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Milton, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (NOV 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	16	80	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	60	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WADDELL, Jimmy	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Haywood, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (DEC 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	9	45	
Dexterity (DEX)	8	40	Graceless
Intelligence (INT)	9	45	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	40 40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%): Electrician Mechanic Microelectronics	50 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUMAN, Lynette	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rochester, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (MAY 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	10	50	
Power (POW)	7	35	Gloomy
Charisma (CHA)	14	70	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ENGELBRECHT, Joe	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Markle, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (MAR 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOORHOUSE, Cierra	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Albion, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (SEP 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	15	75	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VALLERY, Marcel	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Swain, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (FEB 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician	50			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHALFANT, Leah	Computer Scientist
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Quinton, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (OCT 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KUSHNER, Kalen	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Point, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (OCT 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	11	55	
Power (POW)	13	65	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CROWLEY, Joyce	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boston, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (OCT 14)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=2
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZINN, Rodrick	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Merrionette Park, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KOHAN, Christopher	Computer Scientist
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Bellflower, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JUN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HEASLEY, Evan	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Remsen, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (OCT 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	11	55	
Dexterity (DEX)	6	30	Graceless
Intelligence (INT)	14	70	Ingenious
Power (POW)	17	85	Imperturbable
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MARCHETTI, Gwendolyn	Computer Scientist
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Riverside, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (OCT 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%): Electrician Mechanic Microelectronics	50 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RENZI, Danial	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rush City, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (SEP 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Crafty
Power (POW)	13	65	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHULLER, Clara	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Straughn, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (AUG 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROSENBERG, Lukas	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Henderson, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (JAN 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	13	65	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DAYE, Amanda	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pleasant Grove, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (JUL 7)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Craft (0%): Electrician Mechanic Microelectronics	50 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PIRKLE, Anthony	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waite Park, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
IRVINE, Ryan	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Minneapolis, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (MAR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	12	60	
Power (POW)	13	65	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician Mechanic Microelectronics	50 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRUTON, Cody	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Covington, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (JAN 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	9	45	
Intelligence (INT)	15	75	Perceptive
Power (POW)	14	70	Brave
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Mathematics	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=2
☐ Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TOLLEFSON, Staci	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Woodson, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (OCT 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Cunning
Power (POW)	15	75	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician	50			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BELT, Ted	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Spirit Lake, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (MAR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARAIZA, Anna	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cincinnati, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (APR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician Mechanic Microelectronics	50 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARGO, Jamel	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roanoke, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (DEC 2)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Mathematics	40 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	80	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
APGAR, Lizette	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eckerman, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (OCT 11)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	40	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	30	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Light Pistol	40%	10m	1D8				7
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ABBAS, Erin	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ingraham, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (FEB 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Pistol	40%	20m	1D12				10
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PEIFFER, Kylie	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Petty, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (SEP 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PALOMARES, Paul	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bighorn, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (SEP 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Sharp
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Knife	40%		1D4+1	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCGUIGAN, Angelica	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kingsbury, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (FEB 4)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	70
[ ] Artillery (0%)	20	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	40	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	50	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REDMON, Ramiro	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Campbellton, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (APR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	9	45	
Power (POW)	13	65	Forbearing
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Knife	40%		1D4+1	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHISOLM, Glenda	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ramer, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (AUG 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	13	65	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	60	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	60	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Knife	60%		1D4	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAESTAS, Clinton	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Weatogue, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (MAR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Sharp
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Light Pistol	40%	10m	1D8				7
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BROTT, Naomi	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tennerton, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (MAY 14)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	40	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	70 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Baseball bat	40%		1D6+1				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ABELS, Sidney	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wales, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (APR 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	7	35	Oblivious
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	60	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	60	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Pistol	40%	20m	1D12				10
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FULLEN, Rochelle	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Amarillo, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (DEC 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	16	80	Slick
Intelligence (INT)	14	70	Sharp
Power (POW)	13	65	Brave
Charisma (CHA)	8	40	Unfriendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Combat Knife	40%		1D6+1	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MULLIGAN, Dewey	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mendota, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (APR 15)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Combat Knife	40%		1D6-1	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOYE, Mollie	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hadley, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (JAN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	50	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	60	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Baseball bat	40%		1D6				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EAVES, Franklin	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jane Lew, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (APR 27)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Machete	40%		1D8				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KNEE, Carla	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pryor, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (SEP 13)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	60	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):	60			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	50	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Brass Knuckles	50%		1D4+1				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HENRICKS, Elijah	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Paul, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (FEB 5)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	60	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	70	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAJEWSKI, Stacie	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Collinsville, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	60	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KIGER, Wilson	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Atwood, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	60	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Baseball bat	40%		1D6				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WYGANT, Anna	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Neversink, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	35 (OCT 9)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	60	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Machete	60%		1D8+2				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KINDRED, Jamel	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Allen, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (JUL 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):	60			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Brass Knuckles	50%		1D4+1				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JIMMERSON, Carly	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Frederica, DE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (DEC 13)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	70
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	60	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	50	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OLDENBURG, Neal	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Harbor, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (NOV 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	60	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	70
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	50	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Light Pistol	60%	10m	1D8				7
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAYNES, Mckenzie	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Gulf, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (APR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	15	75	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Pistol	40%	20m	1D12				10
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CASHMAN, Shaun	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Walkertown, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (NOV 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	9	45	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	10	50	
Power (POW)	9	45	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	60	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Baseball bat	40%		1D6				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THOMASSON, Shante	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dempster, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	55 (DEC 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Crafty
Power (POW)	12	60	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Baseball bat	40%		1D6				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARROD, Jackie	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mazama, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (MAY 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Combat Knife	40%		1D6	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FRIEDEL, Kacie	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Topeka, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (JUL 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)	40	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	60	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Combat Knife	40%		1D6	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SWILLEY, Drew	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Albany, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (JUN 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Forbearing
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	50	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Pistol	40%	20m	1D12				10
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUNG, Jennie	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holyoke, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (JUL 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	60	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Brass Knuckles	50%		1D4				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GAMBOA, Garrett	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reno, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (OCT 2)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	60	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Combat Knife	40%		1D6	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MERWIN, Carolina	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oro Valley, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	13	65	Ingenious
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	60	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	60	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Baseball bat	60%		1D6+1				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LONGLEY, Orlando	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Harbor, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (JUL 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Crafty
Power (POW)	14	70	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Brass Knuckles	50%		1D4+1				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAMM, Ashlyn	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Downs, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (JUN 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Astute
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	40	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	70	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	60	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Baseball bat	40%		1D6+1				
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FRAHER, Jerad	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hesperia, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (JUN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	9	45	
Power (POW)	14	70	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	50	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAMLIN, Kim	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tampa, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (NOV 23)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRITCHFIELD, Emmanuel	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Golden, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (FEB 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	15	75	Canny
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Knife	40%		1D4	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MUNSON, Talia	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mountain Home, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (OCT 9)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	40	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	50	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUCK, Dominique	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Winchester, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (NOV 12)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	60	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Heavy Pistol	60%	20m	1D12				10
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHREIER, Donna	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Pleasant, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (AUG 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	50	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Knife	40%		1D4	3			
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PEREZ, Norman	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jackson, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (SEP 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	50	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Light Pistol	40%	10m	1D8				7
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FINCHAM, Charity	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fultonham, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (JAN 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RUBY, Domingo	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scottsville, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (MAR 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	13	65	Perceptive
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GALES, Deidre	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greycliff, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	11	55	
Power (POW)	14	70	Stoic
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOOKS, Kiel	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Edison, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (JUN 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Mathematics	40 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROSSER, Annmarie	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cedarhurst, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (SEP 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	16	80	Nimble
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FREELS, Herbert	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oak Ridge, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (JUN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Mathematics	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VACCARO, Celina	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ceres, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (APR 5)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician Mechanic Microelectronics	50 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAMBETH, Jean	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dawson Springs, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SPANGLER, Cassandra	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rouse, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (DEC 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Canny
Power (POW)	15	75	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CASTONGUAY, Anton	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stoughton, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (FEB 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Crafty
Power (POW)	13	65	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BETHUNE, Tonia	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brazil, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (FEB 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	16	80	Quick footed
Intelligence (INT)	16	80	Astute
Power (POW)	15	75	Stoic
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	70	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ESPINOSA, George	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Forest, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (SEP 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	17	85	Tough
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	14	70	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FRIESE, Lucia	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Blythe, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (JUN 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HEITMANN, Dangelo	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Meno, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	16	80	Lithe
Intelligence (INT)	8	40	Slow
Power (POW)	14	70	Brave
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JORDON, Fatima	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Only, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (FEB 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	8	40	Bulky
Intelligence (INT)	14	70	Canny
Power (POW)	15	75	Stoic
Charisma (CHA)	7	35	Unfriendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Crafts (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RED, Joey	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Blue Grass, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (AUG 14)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCGAHAN, Alexandria	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Berlin, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (DEC 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
Charisma (CHA)	15	75	Likable

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHUMAKE, Allan	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Burkesville, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (JUN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	9	45	
Intelligence (INT)	15	75	Sharp
Power (POW)	6	30	Pessimistic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	6	
Sanity Points (SAN)	30	
Breaking Point (BP)	24	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	60 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOSKING, Sade	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wernersville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JUN 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=2
[ ] Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WESNER, Curtis	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bargersville, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (JUN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Electrician 50 Mechanic 30 Microelectronics 40				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DERRICK, Tosha	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Perry, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (AUG 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
Charisma (CHA)	11	55	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	70	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician	50			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CORT, Bill	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Avoca, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (OCT 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	13	65	Quick witted
Power (POW)	8	40	Meek
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAIR, Natasha	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Soperton, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (JUN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	14	70	Stoic
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VALENTE, Alonso	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hosford, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (SEP 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Musclebound
Constitution (CON)	15	75	Fit
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	15	75	Crafty
Power (POW)	10	50	
Charisma (CHA)	8	40	Inhibited

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	40 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	80	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=2
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PREDMORE, Natasha	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greenfield, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (OCT 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KITCHEN, Isaias	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Columbia, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (FEB 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REDINGTON, Brittanie	Engineer
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Shawnee Hills, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	10	50	
Power (POW)	15	75	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	70	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STORER, Jeramie	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lima, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (JUN 9)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STEWARD, Griselda	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ovid, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (AUG 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Crafty
Power (POW)	14	70	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REA, Josh	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Winchendon, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (JUN 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Ingenious
Power (POW)	17	85	Indomitable
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUFFIN, Roberta	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Philip, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (NOV 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Ingenious
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TRIM, Roberto	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boonton, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Canny
Power (POW)	14	70	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GILCHRIST, Christen	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) De Lancey, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (DEC 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	9	45	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	9	45	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GARTMAN, Bryson	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Truckee, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (SEP 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Cunning
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEERING, Miranda	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Campbell, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (MAR 5)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUNCANSON, Adam	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Trout Run, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (SEP 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PUCCIO, Christi	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dodge City, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (OCT 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	14	70	Astute
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
	40				
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOMINIQUE, Graham	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Beaver, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (JUL 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Sharp
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	60 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STANDISH, Joanna	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shinrock, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (JAN 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	14	70	Calm
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	50 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VELEZ, Josiah	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Colville, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (NOV 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	17	85	Tough
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Quick witted
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Mathematics	60 40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CYRUS, Virginia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roaming Shores, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (FEB 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	12	60	
Intelligence (INT)	8	40	Ignorant
Power (POW)	17	85	Indomitable
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CUMMING, Mitchel	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Echo, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (JUN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KOZLOWSKI, Andria	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Channahon, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	35 (OCT 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	13	65	Astute
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAVERGNE, Jayson	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wiborg, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (DEC 27)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	70	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FERRIN, Tori	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Spring Grove, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (MAR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DAMRON, Nicolas	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stone Park, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (MAY 26)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LUCIEN, Lora	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pioneer, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (OCT 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RAGER, Ramiro	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mesilla Park, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (APR 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	15	75	Cunning
Power (POW)	16	80	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ASTON, Tasia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Milwaukee, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (MAY 25)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HANNING, Nicolas	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Conesville, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JUN 28)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WOODLAND, Kandice	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Monroe City, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (MAR 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	70	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GARROW, Lowell	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rawlings, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (NOV 27)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SANDY, Claudia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sand City, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (MAY 5)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEGNAN, Colt	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lewisport, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (MAR 13)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FALLER, Maranda	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Burkville, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (JAN 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	15	75	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WYSONG, Tyrell	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Denver, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (JAN 19)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COKER, Salina	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clarence, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (JUN 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BALSAMO, Jeremiah	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scherr, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BUNTIN, Alysha	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mesa, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (MAR 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOSHEARS, Lucas	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gypsum, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (MAR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MANRIQUEZ, Leanna	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Spruce Pine, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	15	75	Quick witted
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AHMAD, James	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Parker, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (APR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CORDON, Jody	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Orlando, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (MAR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	15	75	Canny
Power (POW)	10	50	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	70	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DENT, Jackson	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Providence, RI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (NOV 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	15	75	Sharp
Power (POW)	9	45	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SALERNO, Malorie	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wimauma, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (DEC 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WILKIN, Robin	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Emelle, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (APR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	15	75	Brave
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GREENHALGH, Michelle	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Neihart, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (MAY 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BLANKS, Zane	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bates City, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (DEC 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLSEY, Marina	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eglin A F B, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JAN 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	30
[ ] Artillery (0%)	20	[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CARLEY, Gordon	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kennedy, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (APR 3)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEVAY, Kyla	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Drennen, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (DEC 6)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MUNGIA, Matthew	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sonora, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JAN 2)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ESCOBEDO, Vicky	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mill Shoals, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (JUN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POLSTON, Austin	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reform, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (MAY 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ENDSLEY, Chloe	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nashville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (OCT 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	16	80	Resistant
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	15	75	Astute
Power (POW)	12	60	
Charisma (CHA)	16	80	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	70	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-2					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GAUNA, Sidney	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lake Charles, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (SEP 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
APONTE, Maritza	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Houston, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (JUN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Cunning
Power (POW)	11	55	
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	70	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Shotgun (shot)	90%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	70%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NEVES, Clifford	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fulton, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (MAR 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LERMA, Jillian	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chicago, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (DEC 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TRAYLOR, Yaakov	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hastings, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (SEP 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	7	35	Shallow
Power (POW)	14	70	Forbearing
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WOOTEN, Teresa	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cherry Run, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (MAY 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KAPLAN, Greggory	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dodd City, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (NOV 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Sharp
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BORLAND, Catherine	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lakeview, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (APR 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AROCHO, Dominic	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Knoxville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (AUG 3)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAPE, Cristal	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Suffield, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (JUN 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DISNEY, Ray	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Colonial Heights, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (JUL 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Weak
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	16	80	Crafty
Power (POW)	17	85	Imperturbable
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROSEBORO, Richelle	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fairdale, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (JUL 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Ingenious
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	70	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VILA, Elliot	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Serena, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (NOV 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SPEIGHT, Charlene	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oneida, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	46 (JAN 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RIVES, Tobias	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lake Forest, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (APR 25)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VIVEIROS, Nakia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Avenue, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (APR 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	15	75	Ingenious
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	30	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REMLEY, Jorge	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pecatonica, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (NOV 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	5	25	Ungainly
Intelligence (INT)	13	65	Sharp
Power (POW)	13	65	Brave
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCCULLOUGH, Kristie	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Corvallis, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (AUG 15)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ECKLES, Dylan	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Houston, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (MAY 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	13	65	Quick witted
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FITCH, Jenny	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Victor, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (JUL 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	12	60	
Power (POW)	14	70	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OLIN, Ty	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Allenstown, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (JAN 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	9	45	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	16	80	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POLLACK, Lucy	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Camden, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	16	80	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	9	45	
Power (POW)	9	45	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	30	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THURMOND, Dalton	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rockport, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (SEP 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Sharp
Power (POW)	10	50	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MULDER, Martha	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Spirit Lake, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (NOV 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	10	50	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KULIK, Randolph	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Collegeville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (APR 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Crafty
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STRAIT, Racheal	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pearcy, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (MAY 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CUADRADO, Paris	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Westpoint, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (MAR 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Ingenious
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PLAISTED, Trisha	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holmen, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (MAR 10)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	30	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HANNUM, Brendon	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lake George, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (JAN 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	16	80	Perceptive
Power (POW)	16	80	Stoic
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZAHN, Tara	Federal Agent
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Maria Stein, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (AUG 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PRATER, Harold	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sheridan, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (FEB 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MICHAELS, Micah	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plantsville, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	28 (JUL 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FLOR, Ezekiel	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Heflin, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (JUL 3)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VACHON, Kirby	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Doddridge, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (JUN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Shotgun (shot)	90%	75m	2D8 †				5	*
(d) Shotgun (slug)	70%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RESNICK, Duane	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tumtum, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (JUN 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	8	40	Shallow
Power (POW)	11	55	
Charisma (CHA)	7	35	Standoffish

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALICEA, Talia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Spur, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (FEB 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	8	40	Obtuse
Power (POW)	11	55	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OBANION, Marques	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Antonio, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	9	45	
Dexterity (DEX)	10	50	
Intelligence (INT)	9	45	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STURDIVANT, Marsha	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hewett, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (MAR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	15	75	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JULIEN, Frederick	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bethlehem, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (SEP 27)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Shotgun (shot)	90%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	70%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PIEPER, Deborah	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elsie, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (JUN 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SIMONEAUX, Daniel	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lemoore Naval Ai, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (JUN 6)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AMADO, Katharine	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sedan, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (FEB 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Astute
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COSS, Jody	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Old Lyme, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (SEP 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	15	75	Forbearing
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SEMMES, Dara	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scottdale, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (JUL 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLEWIS, Bernardo	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Windsor, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (AUG 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
Charisma (CHA)	8	40	Self conscious

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KREGER, Ciara	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wadestown, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (OCT 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	30	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BENDER, Kasey	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hudson, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (OCT 25)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DENDY, Kelsey	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Los Banos, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (AUG 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	5	25	Weak
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SIDERS, Dwight	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oelwein, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUL 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PLANT, Gabriella	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Meddybemps, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (NOV 13)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DICKERSON, Jefferson	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kansas, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (OCT 26)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MURAWSKI, Briana	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Parishville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (SEP 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Perceptive
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WININGER, Tylor	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Averill, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (JUN 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	8	40	Standoffish

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GATSON, Sherrie	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Germantown, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (AUG 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Shotgun (shot)	90%	75m	2D8 †				5	*
(d) Shotgun (slug)	70%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PETTAWAY, Josh	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lake View, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JEFFCOAT, Kristan	Federal Agent
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Pensacola, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (MAY 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THERIAULT, Grayson	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gates Mills, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (MAY 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	9	45	
Dexterity (DEX)	5	25	Clumsy
Intelligence (INT)	10	50	
Power (POW)	7	35	Gloomy
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAUMEISTER, Janessa	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Capitan, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (DEC 4)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SWEETING, Ben	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mountain View, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	9	45	
Intelligence (INT)	14	70	Cunning
Power (POW)	8	40	Nervous
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GAYNOR, Racheal	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Deerfield Beach, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (AUG 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	7	35	Unwell
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	13	65	Astute
Power (POW)	9	45	
Charisma (CHA)	17	85	Beguiling

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STANSBERRY, Kane	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Athol, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (FEB 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHARON, Kyra	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Marmet, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (MAY 3)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SIGLER, Addison	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eland, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (JAN 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Shotgun (shot)	90%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	70%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BEEKS, Roxana	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Branchville, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (APR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Astute
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PHILPOTT, Cole	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cambria, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (APR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WEINMANN, Jazmine	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Keosauqua, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (MAR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	15	75	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	15	75	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VERDI, Norberto	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hereford, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (JAN 2)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRUNET, Frances	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brooklyn, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (DEC 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GIMBEL, Kendall	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moclips, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (MAR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	7	35	Frail
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	10	50	
Power (POW)	14	70	Stoic
Charisma (CHA)	16	80	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BIBBINS, Gina	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elbert, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (SEP 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	11	55	
Power (POW)	16	80	Brave
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WEBSTER, Adolfo	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lentner, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (MAY 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DYAL, Rosemary	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Downer, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	7	35	Unfit
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	14	70	Sharp
Power (POW)	7	35	Meek
Charisma (CHA)	16	80	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHUSTER, Adolfo	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Portland, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (FEB 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HIBBS, Antoinette	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Marshallberg, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	25 (SEP 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRUMBLE, Rasheed	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Curlew, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (FEB 7)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MANKIN, Jordan	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chappells, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOSTIE, Keaton	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Woodlawn, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	70	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CEJA, Kellie	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Somerset, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (OCT 16)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TOM, Yaakov	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coal Valley, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (OCT 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MULDOWNEY, Nadine	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jackson, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (AUG 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUNLAP, Benjamin	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Welcome, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (SEP 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHADWICK, Kami	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Miami, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (JUN 6)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRUNSWICK, Donovan	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Janesville, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (AUG 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	4	20	Accident prone
Intelligence (INT)	18	90	Genius
Power (POW)	8	40	Timid
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VINE, Jasmin	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) De Valls Bluff, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (DEC 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	16	80	Perceptive
Power (POW)	18	90	Indomitable
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	18	
Sanity Points (SAN)	90	
Breaking Point (BP)	72	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARDIS, Javon	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Macon, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (FEB 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-2					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TASSONE, Kristin	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Naperville, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (JUN 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	7	35	Unfit
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	9	45	
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio with earpiece & throat microphone
Small evidence-collection kit
* Rugged, encrypted laptop with access to agency networks
* First aid kit
* Portable fire extinguisher
* Spare ammunition

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PARTIN, Precious	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Deer Isle, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (OCT 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Astute
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	70	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PERRAS, Erich	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dallas, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (MAY 2)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Electrician (10%)	40			Unnatural (0%)	
☐ Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TOLAN, Shaina	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mickleton, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (SEP 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician 40 Mechanic 40				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRANTON, Hugo	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Germantown, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (FEB 5)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRECO, Susan	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New York, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (AUG 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	15	75	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Electrician (10%)	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MONTEIRO, Russell	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nome, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (AUG 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	16	80	Perfect health
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	15	75	Quick witted
Power (POW)	8	40	Gloomy
Charisma (CHA)	8	40	Shy

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ ~~Craft (0%):~~ Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HIRST, Katelin	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Red Feather Lake, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	44 (AUG 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	16	80	Robust
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	11	55	
Power (POW)	6	30	Gloomy
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	6	
Sanity Points (SAN)	30	
Breaking Point (BP)	24	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ ~~Craft (0%):~~ Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	50	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GOODMAN, Derrell	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Liberty, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (MAR 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Electrician (10%)	40			Unnatural (0%)	
☐ Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WOODYARD, Amy	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roanoke, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (NOV 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	70	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60
[ ] Electrician ~~Craft (0%):~~	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BISSONNETTE, Dexter	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dresden, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (OCT 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ ~~Craft (0%):~~ Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	70	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRENIER, Mercedes	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jackson Heights, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (FEB 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] ~~Craft (0%):~~ Electrician	60			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRAVO, Keon	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hazelwood, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (APR 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	12	60	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Electrician (10%)	40			Unnatural (0%)	
☐ Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COLLARD, Shante	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pardeeville, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (MAR 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	16	80	Perfect health
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	13	65	Quick witted
Power (POW)	11	55	
Charisma (CHA)	16	80	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician ~~Craft (0%):~~	60			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	70	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCCUTCHEON, Justen	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Vermillion, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (APR 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Bulky
Intelligence (INT)	7	35	Shallow
Power (POW)	10	50	
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	70	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Electrician ~~Craft (0%)~~	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	70	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FULKERSON, Keri	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scappoose, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Electrician (10%):	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEETER, Trever	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nebo, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (OCT 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ ~~Craft (0%):~~ Electrician	60			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCGEHEE, Terra	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Branch, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (APR 19)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Electrician (10%):	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RANK, Jaymes	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cedar Hill, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JUL 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BONAPARTE, Katharine	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Draper, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician (10%)	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ETHIER, Jamel	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Senterville, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (JUL 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	70	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Electrician (10%)	40			Unnatural (0%)	
☐ Mechanic (10%)	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PEDROSA, Dawn	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Modesto, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (JAN 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	50	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Electrician ~~Craft (0%):~~	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POTTORFF, Dexter	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tenino, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JAN 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Crafty
Power (POW)	11	55	
Charisma (CHA)	7	35	Standoffish

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ORMSBY, Tosha	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brockton, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (OCT 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	9	45	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	17	85	Brilliant
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Electrician (10%)	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HANKERSON, Gilberto	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Luverne, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (JUN 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Electrician 40 ☐ Mechanic 40				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FLAVIN, Rosa	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Webster, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (APR 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	11	55	
Power (POW)	15	75	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician Mechanic	40 40			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAZLEY, Deon	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Amana, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (FEB 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ ~~Craft (0%):~~ Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAROCK, Nakita	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mabton, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (MAY 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	40	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] ~~Craft (0%):~~ Electrician	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MACINTYRE, Tommie	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Alton Bay, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (APR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Graceless
Intelligence (INT)	15	75	Perceptive
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MASTROPIETRO, Catherine	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bim, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (AUG 26)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] ~~Craft (0%):~~ Electrician	40			Unnatural (0%)	
Mechanic	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHATMAN, Freddy	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Highland Lakes, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (DEC 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	16	80	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	70	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HANSHAW, Lindsey	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lewiston, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (AUG 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	40	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GREANEY, Russell	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cripple Creek, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (OCT 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROBLEDO, Eileen	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oshkosh, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (AUG 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	14	70	Robust
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	15	75	Quick witted
Power (POW)	13	65	Unflinching
Charisma (CHA)	18	90	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	18
	18
	18

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CONWELL, Dallas	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Warren, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	15	75	Crafty
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOLE, Jasmin	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Detroit, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (DEC 28)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAAS, Kyler	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Aurora, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (FEB 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	14	70	Stoic
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SNIPES, Hillary	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hollywood, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (NOV 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	16	80	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TUOHY, Sarah	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Powers, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (OCT 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARROLD, Silvia	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lynn, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (FEB 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	9	45	
Power (POW)	15	75	Unflinching
Charisma (CHA)	15	75	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ASHMORE, Cornell	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plentywood, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (FEB 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
UHLIG, Celia	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Emigrant Gap, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	35 (FEB 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BASSLER, Guy	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Strang, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (OCT 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	8	40	Bulky
Intelligence (INT)	15	75	Canny
Power (POW)	11	55	
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SAFFORD, Sandy	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Baraboo, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	14	70	Cunning
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JOYCE, Braden	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Yoe, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (JUL 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	13	65	Astute
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHUTTS, Fallon	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Salisbury, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	46 (DEC 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	15	75	Calm
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STOLTE, Tommy	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Strasburg, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (APR 28)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SINEGAL, Cristal	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gridley, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (DEC 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	8	40	Slow
Power (POW)	17	85	Indomitable
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	40	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	80	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SALES, Chauncey	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Milwaukee, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (OCT 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Astute
Power (POW)	12	60	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DANIS, Lucia	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Thompson, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (OCT 12)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DIEDERICH, Mitchel	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Winchester, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (OCT 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCNEAL, Casey	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gilbert, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POUNDERS, Rodolfo	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boscobel, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (SEP 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	11	55	
Power (POW)	13	65	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EWERS, Madelyn	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Connell, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (JAN 23)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHEEL, Jermaine	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hollyhill, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (APR 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOWTON, Lucy	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Westlake Village, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (FEB 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Crafty
Power (POW)	13	65	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PENDLEY, Dalton	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wall, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	13	65	Canny
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PRILL, Kristan	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jourdanton, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (DEC 23)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAJORS, Ruben	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Feeding Hills, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (NOV 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SINE, Phylicia	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cross Plains, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (DEC 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	60	☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JOHANNES, Israel	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Downsville, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (DEC 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	13	65	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LATCH, Rhonda	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Goldendale, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	16	80	Fit
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VITO, Darwin	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Haddam, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (APR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CALKINS, Maricela	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Collins, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (NOV 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	12	60	
Power (POW)	9	45	
Charisma (CHA)	16	80	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MILLNER, Clark	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moyers, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	17	85	Tough
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	9	45	
Power (POW)	14	70	Forbearing
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUCKSTEP, Cassondra	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Las Vegas, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (APR 25)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PHILBRICK, Marty	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Breien, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STURTEVANT, Carol	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carrier, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (SEP 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FELLER, Mark	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Millmont, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (AUG 8)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NAVAS, Eileen	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elizabeth, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (JAN 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BIRNEY, Jake	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cass City, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (MAR 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RUPE, Mai	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Thousand Oaks, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (DEC 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Brawny
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	16	80	Quick footed
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	60	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NARCISSE, Julian	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hobson, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KLOTZ, Kandice	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hamberg, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (AUG 28)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SPECHT, Scot	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ravendale, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (NOV 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	70
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TALLY, Christen	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rio, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (FEB 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	9	45	
Intelligence (INT)	9	45	
Power (POW)	14	70	Forbearing
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CONDRON, Chadwick	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carson City, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (MAR 8)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EBERLY, Robert	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Goodsprings, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	45 (APR 10)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KNAUSS, Ali	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Redfox, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (MAR 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	8	40	Oblivious
Power (POW)	17	85	Indomitable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	70
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHERIFF, Rhonda	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Simpsons, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (FEB 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JANTZEN, Spencer	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coleville, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (OCT 14)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BLEDSOE, Rosanna	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Miller, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (SEP 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	70	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	80
[ ] Art (0%):	20	[ ] History (10%)	80	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARRINGTON, Matthew	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bluffton, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (JAN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	18	90	Indomitable
Charisma (CHA)	6	30	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	18	
Sanity Points (SAN)	90	
Breaking Point (BP)	72	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	6
	6
	6
	6

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	60	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEVITO, Kendra	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nellis, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (JUN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	9	45	
Intelligence (INT)	10	50	
Power (POW)	16	80	Calm
Charisma (CHA)	14	70	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRON, Fredrick	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Peetz, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JAN 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WENDLER, Miriam	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lottsburg, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (OCT 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	13	65	Sharp
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	50
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	70	[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	60	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HILL, Kirk	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tulsa, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (NOV 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MEAD, Aisha	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Amarillo, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (SEP 25)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	50
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	50	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HESSER, Fabian	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Malvern, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (DEC 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
Charisma (CHA)	11	55	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HERMANN, Jeanna	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stover, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (JUL 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	50
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	70	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MIRAMONTES, Chadwick	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Amherst, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (APR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MANUS, Leandra	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kyrock, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (NOV 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Musclebound
Constitution (CON)	13	65	Fit
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	13	65	Sharp
Power (POW)	14	70	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	60	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	70	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	80	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	40	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GAYLOR, Randall	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hampden, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (JUN 18)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ORVIS, Christal	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Houghton, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (AUG 9)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	70
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	50	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REVELS, Brett	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Los Angeles, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	70
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MUNROE, Stefani	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Manchester, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (FEB 4)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	50
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	70	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LORENZEN, Donovan	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hot Springs Vill, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JAN 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SMELTZER, Joni	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Seattle, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (NOV 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MATTIE, Chauncey	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oradell, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (AUG 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Crafty
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUNNELL, Rachel	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Round O, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	15	75	Brave
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAMMAN, Isiah	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fife, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (APR 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Weak
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Perceptive
Power (POW)	17	85	Imperturbable
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TROLLINGER, Teresa	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bend, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (JUN 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	70	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	80	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SEAWELL, Bill	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Winsted, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (JUN 20)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOUGHTALING, Sonia	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cataula, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (AUG 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	9	45	
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Quick witted
Power (POW)	13	65	Calm
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SOLARI, Rodney	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sherman Oaks, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (MAR 8)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=-1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LARK, Valeria	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Monument, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	55 (JUL 4)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VALLO, Alfredo	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Albin, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (JAN 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	11	55	
Power (POW)	15	75	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JIMENES, Krysten	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lubbock, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	11	55	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RODRIQUEZ, Demarco	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pittsburg, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (AUG 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHIMMEL, Dana	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wilmette, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (JUL 18)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=-1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DARRAH, Kody	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mammoth Spring, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (JUL 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	13	65	Sharp
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TERPSTRA, Kali	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) De Tour Village, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (JAN 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	40	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARTZ, Theodore	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Independence, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JUN 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LETELLIER, Renee	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Ross, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (FEB 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SANTILLAN, Chandler	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cantwell, AK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (JUN 15)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PLUMLEY, Kelly	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Meservey, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (OCT 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Sharp
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PARTON, Tyson	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) De Beque, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (NOV 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PEAVEY, Susan	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kelso, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	25 (OCT 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	18	90	Indefatigable
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	16	80	Perceptive
Power (POW)	15	75	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAHONE, Cody	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Alcalde, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (NOV 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	13	65	Crafty
Power (POW)	9	45	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VAIL, Eden	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fresno, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (DEC 13)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=-1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MULFORD, Earnest	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kingston, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (JUL 3)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOU, Allyson	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Memphis, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	36 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	13	65	Ingenious
Power (POW)	16	80	Strong-willed
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	40	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MARCANTONIO, Darin	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huntington, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (NOV 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Canny
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COLLINS, Deena	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Neola, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (MAY 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALFANO, Dallas	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plano, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (JAN 12)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PERSINGER, Callie	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Skandia, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (FEB 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	40	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MONACO, Logan	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Longport, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JUL 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Quick witted
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	70	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HABERMAN, Bridgette	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bowling Green, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	44 (MAR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FORMAN, Enrique	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wetumpka, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (AUG 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	12	60	
Power (POW)	15	75	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARONE, Marisela	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hickory Ridge, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (FEB 26)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	40	[ ] Occult (10%)	10	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	50
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=-1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRESLIN, Efrain	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moose, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	16	80	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WREN, Molly	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tecate, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (MAY 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MIKA, Skyler	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Anaheim, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (AUG 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LOCKER, Miranda	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ely, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RETANA, Elmer	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morton, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (DEC 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DRINNON, Andria	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Encinal, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (NOV 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	16	80	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FILER, Theodore	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ocoee, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (SEP 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	15	75	Ingenious
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STOUT, Brooke	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Raleigh, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (MAR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Sharp
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CORRELL, Kelsey	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ely, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (NOV 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BECHER, Sherrie	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Harmony, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (MAR 6)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MACKIN, Mickey	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Springfield Cent, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (DEC 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JULIAN, Yolanda	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ypsilanti, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (OCT 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	9	45	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Cunning
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	40	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PRADA, Darrin	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pendleton, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (FEB 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	9	45	
Intelligence (INT)	12	60	
Power (POW)	15	75	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FERRARA, Jackie	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Charlestown, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (OCT 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	13	65	Fit
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	13	65	Canny
Power (POW)	16	80	Strong-willed
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOSIER, Jaymes	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fayetteville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (OCT 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GARRIS, Tamra	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Whites Creek, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (SEP 3)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHEFFER, Jayce	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tannersville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (FEB 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAMBDIN, Aubrey	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Foraker, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (OCT 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	10	50	
Power (POW)	15	75	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ATTWOOD, Edmund	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ridgeway, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (DEC 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Cunning
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SEEFELDT, Helen	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Washougal, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (JAN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TYSON, Edwin	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elk, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (FEB 8)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HERRINGTON, Nora	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Talcott, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (SEP 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RECTOR, Zackery	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Osnabrock, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (SEP 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SELDEN, Yesenia	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Floris, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (DEC 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	14	70	Perceptive
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EISENHAUER, Collin	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tamms, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (JUL 4)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CULLEN, Alicia	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Long Branch, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (NOV 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Crafty
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GALE, Jack	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Garrett, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (SEP 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	7	35	Unfit
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	16	80	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCMASTER, Jerrica	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clarksville, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (JUN 2)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	80	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JAROSZ, Brendan	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Smithfield, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (MAY 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Cunning
Power (POW)	12	60	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	80	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COLBURN, Josie	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huntsville, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (DEC 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAPTIST, Keith	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Windfall, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (OCT 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	70	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HURDLE, Elaine	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Houma, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	29 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	70
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	70	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AIKIN, Stevie	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Baconton, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (DEC 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	14	70	Quick witted
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	80	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GLASGOW, Destiny	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roxbury, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (JAN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	15	75	Ingenious
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KINSLER, Rickie	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Harriet, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (NOV 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	80	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TINCH, Madison	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stockton, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (JAN 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	9	45	
Power (POW)	8	40	Meek
Charisma (CHA)	16	80	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	40
[ ] Disguise (10%)	70	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JOLIN, Seth	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lovilia, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (JAN 8)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MORENO, Stefani	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Selma, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (SEP 7)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KROM, Erick	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (MAY 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	15	75	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	70
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHUMAKE, Devin	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Armuchee, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	46 (FEB 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	15	75	Robust
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	15	75	Sharp
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUYETTE, Nick	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Natchez, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (FEB 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PANTON, Yvonne	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clyde, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	55 (MAR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	4	20	Bedridden
Dexterity (DEX)	9	45	
Intelligence (INT)	15	75	Astute
Power (POW)	12	60	
Charisma (CHA)	8	40	Offhand

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	7	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAHN, Robby	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shell Knob, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (DEC 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	70
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BERGER, Latonya	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coolidge, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (DEC 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LINHART, Lance	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ingalls, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (OCT 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	70	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LESNIAK, Abigail	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cedar River, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (AUG 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	70
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	70 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STEMBRIDGE, Lane	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Blackville, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (JUL 15)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	80	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARBOZA, Rebekah	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Amberg, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (JUN 2)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	70
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REICHMAN, Lorenzo	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Smilax, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (APR 14)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	40
☐ Disguise (10%)	70	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JANSEN, Ashleigh	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bolivia, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (AUG 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	14	70	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	15	75	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	70	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRIZZARD, Cordero	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sturgeon Bay, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (JUN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	9	45	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Ingenious
Power (POW)	13	65	Calm
Charisma (CHA)	8	40	Inhibited

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRODERICK, Traci	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bardwell, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (APR 8)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WHITE, Joshua	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Loma, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (OCT 14)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUARD, Natalie	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bread Loaf, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (FEB 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	15	75	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	70
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LESAGE, Darwin	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ney, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (NOV 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	16	80	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	16	80	Perceptive
Power (POW)	8	40	Low spirited
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOWERTON, Rosemary	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ravenswood, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (NOV 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NEWBOLD, Sterling	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Calvin, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (FEB 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCADOO, Roxana	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Onge, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (JAN 16)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLEMMER, Malcolm	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Colorado Springs, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (MAR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Forbearing
Charisma (CHA)	15	75	Affable

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHAEFFER, Trista	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Everett, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Crafty
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KOHAN, Jacob	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Decatur, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (MAR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	70	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAYLESS, Amber	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dundalk Sparrows, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (FEB 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	6	30	Weak
Constitution (CON)	12	60	
Dexterity (DEX)	8	40	Clumsy
Intelligence (INT)	11	55	
Power (POW)	16	80	Stoic
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	70	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=-1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RIDER, Tanner	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mosier, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (AUG 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STROH, Alyson	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shungnak, AK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (NOV 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BROSE, Dangelo	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Abilene, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ANTUNEZ, Teresa	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Philadelphia, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (FEB 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	11	55	
Power (POW)	14	70	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FACTOR, Jessie	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Java, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (NOV 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	11	55	
Power (POW)	7	35	Low spirited
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HILTON, Patrice	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eight Mile, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (JUL 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	70	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	80	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEDERER, Keaton	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Thomasville, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (DEC 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	70	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MILLAY, Sharonda	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Farista, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (SEP 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Crafty
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POLANSKY, Gino	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pinetops, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (DEC 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	15	75	Unflinching
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	70	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GAULT, Callie	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Linwood, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	25 (NOV 11)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JULIUS, Aric	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dammeron Valley, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JUL 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	80	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KAIL, Alina	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Balko, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (MAR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	4	20	Sickly
Dexterity (DEX)	18	90	Razor sharp
Intelligence (INT)	16	80	Quick witted
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	6	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LINDAHL, Antwan	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greenwood Lake, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (FEB 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Sharp
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZINK, Kassie	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Whitesboro, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (MAR 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DONATI, Reece	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Everett, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (AUG 25)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	70	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	80	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LOKEY, Bobbi	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Limestone, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (DEC 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Sharp
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	30	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOOS, Leo	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Courtland, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (MAR 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Perceptive
Power (POW)	13	65	Forbearing
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	70	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LOUIS, Kendall	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Decatur, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (OCT 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Quick witted
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	70	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	80	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DAUGHERTY, Jarrell	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Georgiana, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (OCT 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VILLEGAS, Reyna	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dobbins, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (OCT 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Weak
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	16	80	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WELLINGTON, Nicholas	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bleiblerville, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (SEP 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	14	70	Crafty
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WHITT, Anita	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Meansville, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (MAR 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRESSEY, Isidro	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morrisville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (FEB 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Crafty
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	40%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TYLOR, Amber	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tuscarora, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	54 (OCT 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Ingenious
Power (POW)	12	60	
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FAGUNDES, Ty	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Conyers, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (MAY 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	15	75	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	150m			15%	10m	1
(d) Combat Knife	50%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GALLIEN, Laura	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) White Post, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	28 (SEP 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Astute
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VICKERY, Joe	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Panguitch, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (NOV 8)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Flamethrower	40%	5m			10%	1m	20
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARTY, Miranda	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Orland, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (NOV 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	15	75	Likable

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GATTON, Paris	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elton, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	7	35	Delicate
Dexterity (DEX)	16	80	Quick footed
Intelligence (INT)	16	80	Ingenious
Power (POW)	11	55	
Charisma (CHA)	7	35	Offhand

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SAPIEN, Sylvia	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bronson, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (JUN 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	15	75	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5 GPS
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	20%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ABAD, Glen	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Battle Creek, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (NOV 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Musclebound
Constitution (CON)	12	60	
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+2	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SAMAYOA, Shaquita	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plymouth, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (NOV 26)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEE, Amos	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wantagh, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Brave
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WINFREE, Ciara	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Irvington, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (APR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	60	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	60	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) GP Machine Gun	60%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SOMERS, Teddy	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Maxwelton, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (JAN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GORDAN, Cathryn	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Menomonie, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (JAN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	20%	150m			15%	10m	1
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BETTS, Gerald	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pine Hill, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (SEP 11)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	40%	5m			10%	1m	20
(d) Combat Knife	50%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BACKMAN, Simone	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grahamsville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (MAR 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	0%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BASHIR, Octavio	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Quakake, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (FEB 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BUHR, Sharde	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dallas, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	36 (FEB 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FREDA, Emerson	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clarksdale, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (JUN 4)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	0%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOURBEAU, Cora	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Muscatine, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (FEB 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	15	75	Sharp
Power (POW)	9	45	
Charisma (CHA)	18	90	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	18
	18
	18
	18

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUDDLE, Julius	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glen Raven, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (AUG 11)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	40	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NIELSON, Charmaine	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lonaconing, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (OCT 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=2
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+2	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ECKLUND, Santos	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Alta Vista, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (AUG 1)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Medium Pistol	40%	15m	1D10				15
(c) GP Machine Gun	40%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6+2	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RAPE, Myra	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glenwood, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (JUN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Ingenious
Power (POW)	12	60	
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	60	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAR, Shelton	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mesa, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (MAY 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Astute
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KOGA, Adrianne	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ferrellsburg, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (AUG 28)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	60
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Grenade...	40%	300m		3	15% †	Per burst	100
(d) Combat Knife	50%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FUJII, Rodolfo	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sloans Valley, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (JAN 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Sharp
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5 GPS
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Machine...	0%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RENFROE, Dora	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Edmunds, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (FEB 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	9	45	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MINIX, Gerardo	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ohio City, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (AUG 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAADE, Karla	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wayan, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (SEP 17)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BENSON, Fletcher	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coral Gables, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (JAN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	7	35	Obtuse
Power (POW)	8	40	Pessimistic
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRUNDY, Lyndsay	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Port Hope, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (DEC 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	60%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POMPEY, Addison	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Welchs Creek, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (JUL 20)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRAY, Latonya	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morris, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (FEB 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Canny
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	40%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MONTY, Joesph	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) American Canyon, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (APR 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	13	65	Canny
Power (POW)	17	85	Imperturbable
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GILFILLAN, Kerry	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Murdock, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (JUL 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	70	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	40%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CROWSON, Torrey	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Arenzville, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (DEC 24)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BILBO, Lucy	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sumter, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	15	75	Perceptive
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MULLIGAN, Bennie	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kalamazoo, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (OCT 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LANPHEAR, Marisela	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bridger, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (FEB 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLOSE, Kenny	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Houston, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (SEP 13)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5 GPS
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	150m			15%	10m	1
(d) Combat Knife	50%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRIONES, Deidra	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Centennial, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (OCT 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Crafty
Power (POW)	14	70	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CARRANZA, Nick	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grand Portage, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (JUN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	15	75	Forbearing
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	20%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RASCOE, Lesley	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oceanside, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (JAN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOXEY, Harvey	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) De Ruyter, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (JUL 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	15	75	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+2	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MARCO, Debra	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ecru, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	29 (AUG 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	40%	5m			10%	1m	20
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOCHSTETLER, Jon	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scandinavia, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CIMINO, Darcy	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holt, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (FEB 10)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	40	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	40%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6+2	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAMPLEY, Reese	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Green Park, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (DEC 5)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RAKESTRAW, Hilary	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kansas City, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (FEB 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	8	40	Frail
Dexterity (DEX)	10	50	
Intelligence (INT)	16	80	Canny
Power (POW)	17	85	Indomitable
Charisma (CHA)	7	35	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	40%	5m			10%	1m	20
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COYNE, Billy	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cripple Creek, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JUL 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-2				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6-1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
YEH, Alexis	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Canadensis, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (JAN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Perceptive
Power (POW)	15	75	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RUDNICK, Shayne	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oakford, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (MAY 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SONNIER, Katie	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sleepy Eye, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (JAN 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GREATHOUSE, Trent	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Memphis, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (OCT 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHWAB, Katharine	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cobbtown, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (JAN 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5 GPS
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	20%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHROYER, Reid	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plymouth, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (DEC 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	13	65	Crafty
Power (POW)	8	40	Timid
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TILLER, Cindy	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Riverdale, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (JAN 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARDIN, Emanuel	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grays Knob, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (DEC 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	15	75	Brave
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEROSIER, Diana	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scranton, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (JUL 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HEDMAN, Rex	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chiefland, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (SEP 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCWILLIAMS, Yolanda	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pimento, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (SEP 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	60%	15m	1D10				15
(c) GP Machine Gun	20%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COSTER, Ariel	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Montauk, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (OCT 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	Stoic
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TROTTIER, Brittani	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holden Beach, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (APR 15)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHRISTY, Jessy	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Baldwin, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	7	35	Frail
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	8	40	Ignorant
Power (POW)	11	55	
Charisma (CHA)	6	30	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	6
	6
	6
	6

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WARK, Maureen	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Early Branch, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (JAN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	15	75	Quick witted
Power (POW)	16	80	Calm
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MARTELLI, Cory	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sutter Creek, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (AUG 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WINKLE, Judith	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Meshoppen, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	55 (OCT 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	18	90	Tough
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	18	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+2	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHANCY, Wayne	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brigantine, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (AUG 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Muscular
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Perceptive
Power (POW)	14	70	Forbearing
Charisma (CHA)	8	40	Inhibited

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MILAZZO, Chasity	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Heart Butte, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	16	80	Astute
Power (POW)	14	70	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	0%	200m		3	10%	Per burst	200
(d) Combat Knife	50%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TOMAN, Mickey	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Belcher, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (FEB 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZAMORANO, Antonia	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mitchellville, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (FEB 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	9	45	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HANS, Robby	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bonita, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (APR 23)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+2	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOOTS, Christie	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lawrence, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (JUL 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRANEY, Theron	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Williamson, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (MAY 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	7	35	Slow
Power (POW)	9	45	
Charisma (CHA)	17	85	Beguiling

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BALLS, Natosha	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tuscola, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (JAN 15)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=2
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4+1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+2	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EVINS, Lorenzo	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Caddo, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (AUG 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	6	30	Ungainly
Intelligence (INT)	7	35	Shallow
Power (POW)	13	65	Strong-willed
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NOLTE, Marquita	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fairhope, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	25 (OCT 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	14	70	Perceptive
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MACLENNAN, Tyrell	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Duff, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (JUL 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	60	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RIDINGS, Anna	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lonaconing, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (FEB 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	3	15	Imbecilic
Power (POW)	15	75	Forbearing
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOURGOIN, Brad	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Crothersville, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (FEB 5)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RO, Isabel	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Vancouver, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (AUG 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GERENA, Moses	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Au Train, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (APR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUERCIO, Roxanna	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lakeville, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Perceptive
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAINE, Jerald	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Randolph, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (FEB 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	13	65	Crafty
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SEALE, Tami	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Gregorio, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (MAY 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	60
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	60	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PETTIT, Ezequiel	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fallbrook, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (MAR 26)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEPE, Shatara	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New York, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	36 (OCT 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	9	45	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	9	45	
Power (POW)	8	40	Nervous
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CREPEAU, Joel	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Piedmont, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (DEC 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	16	80	Resistant
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	15	75	Perceptive
Power (POW)	14	70	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	60
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHROYER, Felecia	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Londonderr, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (APR 15)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	40	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	60	[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	40	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	50	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ORTIS, Andreas	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shermans Dale, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RUEL, Christine	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tipton, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (SEP 6)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	40
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	60	[ ] History (10%)	40	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	70	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WINNETT, Rufus	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Indian Valley, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (FEB 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Perceptive
Power (POW)	11	55	
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	40
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	80	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	50	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STOCKSTILL, Penny	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mayfield, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (DEC 26)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	40
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	60	[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	70	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MELGOZA, Trenton	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wilson, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (NOV 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	13	65	Canny
Power (POW)	12	60	
Charisma (CHA)	6	30	Inhibited

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	6
	6
	6
	6

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60 40	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	70	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BUSTAMANTE, Dena	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Dartmouth, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (MAY 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	12	60	
Power (POW)	15	75	Brave
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PYLE, Danny	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Apalachin, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (APR 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NYSTROM, Nina	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fresno, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (AUG 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEBER, Moises	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moose, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAUMEISTER, Shameka	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Norwood, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (JUN 23)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POWE, Courtney	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lovell, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (FEB 18)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	60	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEATHERAGE, Krystal	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nashua, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (APR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	13	65	Stoic
Charisma (CHA)	16	80	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PICKEL, Skyler	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Manteca, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (APR 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Sharp
Power (POW)	11	55	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BROGAN, Melissa	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Amelia Island, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (MAR 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Sharp
Power (POW)	12	60	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MEIGS, Jim	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Silsbee, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (SEP 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TAVARES, Tamara	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Talbert, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (MAR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PELTON, Nickolas	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jacob, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (JUN 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Puny
Constitution (CON)	13	65	Robust
Dexterity (DEX)	16	80	Lithe
Intelligence (INT)	15	75	Astute
Power (POW)	14	70	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	70	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAGEN, Natalie	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Little Mountain, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (APR 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOWERS, Ramon	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kendall, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (MAY 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DELAMORA, Shanna	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wilson, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (DEC 22)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	60	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PINO, Gerardo	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Orangeville, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (APR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LITTLETON, Candy	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lonaconing, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (SEP 17)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MANDELL, Jeremie	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pleasant Grove, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (AUG 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	9	45	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	14	70	Cunning
Power (POW)	9	45	
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JACOBI, Penny	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Madison, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (OCT 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	16	80	Astute
Power (POW)	15	75	Strong-willed
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MORNING, Liam	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Olney, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (MAR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Musclebound
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	16	80	Calm
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	50	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GATSON, Cristal	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dayton, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (MAY 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Biology	60
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRISENO, Lamar	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Los Angeles, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (JUL 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Weak
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	9	45	
Intelligence (INT)	8	40	Oblivious
Power (POW)	13	65	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	60	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LUCUS, Kari	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lottie, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (OCT 12)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	80	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	50	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NORTHROP, Darin	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Harper, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (MAY 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Crafty
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LUCK, Cori	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stoutland, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (MAY 20)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WATKINS, Dustin	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Donahue, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (APR 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Perceptive
Power (POW)	14	70	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TOSCANO, Christopher	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Quinton, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (APR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	60	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REPPERT, Ari	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mound City, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (JAN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	16	80	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	16	80	Quick witted
Power (POW)	16	80	Strong-willed
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	70	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PLATT, Casey	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fayette, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (OCT 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Sharp
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NIVEN, Zechariah	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Hartford, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	9	45	
Intelligence (INT)	15	75	Canny
Power (POW)	10	50	
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	60	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POSPISIL, Alycia	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Adamant, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (DEC 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OBERG, Giovanni	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cana, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (APR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HASKELL, Jane	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Seymour Johnson, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (MAR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Perceptive
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	50	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GIOIA, Kendrick	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waterford, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (FEB 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Puny
Constitution (CON)	12	60	
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	12	60	
Power (POW)	9	45	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SPOONER, Micaela	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dodge, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (JUL 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Canny
Power (POW)	13	65	Stoic
Charisma (CHA)	8	40	Standoffish

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VIVIAN, Vaughn	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nelson, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (OCT 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	18	90	Quick
Intelligence (INT)	16	80	Cunning
Power (POW)	12	60	
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	80	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	20	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	50	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MICCO, Marcy	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Parrottsville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (MAR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	70	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLBROOK, Jess	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gresham, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (NOV 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARALSON, Griselda	Paramedic
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) San Bernardino, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (MAY 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	80	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	40	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=2
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	50	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUNKLIN, Gene	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Douglassville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (DEC 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Astute
Power (POW)	12	60	
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROCKEY, Michael	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Roads, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (DEC 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	15	75	Quick witted
Power (POW)	15	75	Unflinching
Charisma (CHA)	6	30	Unfriendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	6
	6

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	80			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCMULLIN, Emilio	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Parish, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (JAN 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Crafty
Power (POW)	12	60	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TINEO, Abigail	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pindall, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (FEB 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	70	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CORKER, Jared	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hardinsburg, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (FEB 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	50	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SANTORA, Shauna	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Park City, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (JAN 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Canny
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
QUINTON, Emilio	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Largo, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAY 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Sharp
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOATRIGHT, Cassandra	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lewes, DE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (AUG 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	80	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	50	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MUNCH, Dominique	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Donaldsonville, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (OCT 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	50	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CIOTTI, Alyson	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coventry, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (JUL 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	15	75	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HURLBUT, Larry	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Copiague, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (DEC 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZURITA, Hayley	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mission Viejo, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (APR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Ingenious
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BALTAZAR, Denver	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wadestown, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (AUG 4)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NELLIS, Perla	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greensboro, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (OCT 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	70	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BASILE, Deshawn	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chiriaco Summit, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (DEC 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Quick witted
Power (POW)	7	35	Meek
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	60	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KULIK, Octavia	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sloansville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (FEB 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Astute
Power (POW)	13	65	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HORSLEY, Fernando	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Camp Wood, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (DEC 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	7	35	Oblivious
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KIRST, Joni	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mountainburg, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (OCT 27)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

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

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAXON,	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Welch, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (NOV 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	60	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MEHAFFEY, Darlene	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holabird, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (MAY 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Quick witted
Power (POW)	15	75	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHILLINGS, Jennifer	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Millwood, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (OCT 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	8	40	Ignorant
Power (POW)	10	50	
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	80	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	40	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WHORTON, Edith	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oran, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (JUN 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Stoic
Charisma (CHA)	8	40	Offhand

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	70	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OLAGUE, Justen	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lamberton, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (FEB 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Canny
Power (POW)	11	55	
Charisma (CHA)	15	75	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DELACERDA, Chelsea	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Yates City, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (MAY 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)	70	[ ] Science (0%): Biology	60 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUCLOS, Paris	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Porter, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (NOV 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	60 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	60	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MELLOTT, Kasey	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rachel, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	8	40	Ignorant
Power (POW)	10	50	
Charisma (CHA)	17	85	Hypnotic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	70	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	60	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COMFORT, Deshawn	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lewisville, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (SEP 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	60	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOREY, Sheri	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New York, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (OCT 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	10	50	
Power (POW)	14	70	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	50
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KEPLEY, Colin	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dexter, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	17	85	Brilliant
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	50
☐ Athletics (30%)	50	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	60	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAKKE, Lynsey	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pathfork, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (FEB 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	11	55	
Dexterity (DEX)	9	45	
Intelligence (INT)	14	70	Sharp
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	70
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LUNDQUIST, Agustin	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Penn, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (SEP 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	17	85	Tough
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RAASCH, Suzanne	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Union Grove, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (MAR 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	60	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
QUIGLEY, Wallace	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Memphis, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	60
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	50
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MERKEL, Madison	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Billerica, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (JAN 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Biology	60 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=2
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	60	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KILBOURNE, Enrique	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chicago, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (AUG 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Canny
Power (POW)	12	60	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	50
☐ Athletics (30%)	50	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	60	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LOSOYA, Marilyn	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hoyt, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (NOV 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	13	65	Ingenious
Power (POW)	9	45	
Charisma (CHA)	16	80	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CEASER, Jamaal	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Job, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (DEC 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	13	65	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Biology	60
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	50
☐ Athletics (30%)	50	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	60	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ABDULLAH, Shawn	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hartford, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (OCT 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	80	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	80	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DAROSA, Alfred	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Madison, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (MAY 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	80	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GONZALEZ, Kendall	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Royal, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (OCT 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Biology	80
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	50
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	60	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRUNT, Jasper	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Silverlake, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (APR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	80	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GETER, Shelby	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stringer, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (APR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	60 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SALTZ, Jarred	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Evans, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (APR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	80	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	80	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REAPER, Alyse	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Judsonia, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (JUL 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	17	85	Brilliant
Power (POW)	13	65	Unflinching
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	80
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	50
☐ Athletics (30%)	30	☐ Medicine (0%)	80	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	60	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAADE, Alan	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Albin, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (MAR 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Quick witted
Power (POW)	15	75	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	80
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	50
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OVALLE, Daniela	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Thorp, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (SEP 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	80	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	70
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRANDES, Jessy	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hayward, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (MAR 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	50	☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	70
☐ Athletics (30%)	50	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JUN, Yesenia	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Windsor, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (FEB 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	17	85	Indomitable
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	80
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	60	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VIRGEN, Chad	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Louise, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (JAN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	50
☐ Athletics (30%)	30	☐ Medicine (0%)	80	☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SPERRY, Ryan	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fredonia, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (AUG 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	80	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	70	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	50
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KILROY, Elliot	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Milnesand, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (JAN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	13	65	Cunning
Power (POW)	17	85	Imperturbable
Charisma (CHA)	8	40	Offhand

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	50
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	80	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
YOUNT, Rachael	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Overland Park, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (MAY 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	4	20	Delicate
Constitution (CON)	9	45	
Dexterity (DEX)	4	20	Obese
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	6	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	60 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	50
[ ] Athletics (30%)	50	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=-2
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-3				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHARLES, Teddy	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hayfield, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUN 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Biology	80 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	70
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARRINGTON, Emilie	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pierre, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	28 (MAR 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	7	35	Unwell
Dexterity (DEX)	9	45	
Intelligence (INT)	16	80	Astute
Power (POW)	10	50	
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician	60			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WEEKS, Jesse	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tightwad, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (OCT 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
Power (POW)	13	65	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCKECHNIE, Cari	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chesterfield, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (SEP 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Crafty
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40
[ ] Electrician (10%):	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

DB=1

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOBART, Terell	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morris, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (AUG 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	11	55	
Power (POW)	13	65	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	60 DB=0
☐ Electrician 40 / Mechanic 40				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOYT, Francine	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chillicothe, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (SEP 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRISSETT, Loren	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Winchester, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (JUL 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WILLIAMSON, Celeste	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nemo, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (JUN 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Canny
Power (POW)	17	85	Indomitable
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%): Electrician	60			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HULING, Brannon	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Paden City, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (MAY 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VELARDE, Suzanne	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rehoboth, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (MAY 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	70	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Electrician (10%):	40			Unnatural (0%)	
[ ] Mechanic	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MULLETT, Tylor	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Belle Fourche, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Electrician 60 / Mechanic 40				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NAKAYAMA, Anne	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Portville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (DEC 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Unflinching
Charisma (CHA)	8	40	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RIDDICK, Skyler	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Penfield, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (NOV 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	17	85	Genius
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=-1
☐ Electrician 60 Mechanic 40				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCMAHON, Angie	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chicago, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (SEP 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Perceptive
Power (POW)	12	60	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician (0%):	40			Unnatural (0%)	
[ ] Mechanic	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARDIE, Isaias	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lawrence, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (NOV 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	13	65	Astute
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Electrician ~~Craft (0%)~~: Mechanic	40 40			Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PROVENZANO, Danica	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chenega Bay, AK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (MAY 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	17	85	Indomitable
Charisma (CHA)	8	40	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician (10%):	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAYWARD, Kristopher	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ava, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (AUG 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	9	45	
Power (POW)	9	45	
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Electrician (0%):	40			Unnatural (0%)	
☐ Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VILLA, Misti	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Willard, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (DEC 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Perceptive
Power (POW)	16	80	Brave
Charisma (CHA)	6	30	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	6

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUGLIELMO, Rufus	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kingston, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (MAY 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	10	50	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):	70	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLCOMBE, Penny	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wanda, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	29 (AUG 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	14	70	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Electrician Mechanic (10%):	60 40			Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WEGENER, Ethan	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Maple City, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (OCT 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Cunning
Power (POW)	7	35	Gloomy
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	70	☐ Unarmed Combat (40%)	40 DB=0
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WYMORE, Kathryn	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bexar, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (FEB 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	14	70	Canny
Power (POW)	10	50	
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KRAUS, Jamal	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glenwood, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (OCT 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Perceptive
Power (POW)	15	75	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OHALLORAN, Daniela	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sullivan, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	15	75	Canny
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	60		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLACK, Nathan	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Black River Fall, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	80		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	70	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6+1					
(e) Pocket Knife	50%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOODY, Joelle	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Handsom, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (APR 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Crafty
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MARVEL, Shane	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oklahoma City, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (APR 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	10	50	
Power (POW)	8	40	Gloomy
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHULMAN, Sally	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bogue, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (FEB 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6+1					
(e) Pocket Knife	50%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FARRINGTON, Isidro	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Spokane, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (MAR 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	9	45	
Dexterity (DEX)	18	90	Razor sharp
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	80		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	80
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
IZQUIERDO, Alexis	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Salmon, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (JAN 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	16	80	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	9	45	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	60		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MEBANE, Aaron	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Arlington, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (FEB 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6+1					
(g) Pocket Knife	50%		1D4+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BATTY, Becky	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Edgemoor, DE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	55 (MAY 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	9	45	
Dexterity (DEX)	9	45	
Intelligence (INT)	13	65	Ingenious
Power (POW)	10	50	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TYE, Giancarlo	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Petrolia, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (MAY 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Astute
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DYCUS, Bailey	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grinnell, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (JUL 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	70%		1D6+1					
(g) Pocket Knife	70%		1D4+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
UY, Loren	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Manahawkin, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (MAR 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TATMAN, Summer	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Midland, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (APR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	13	65	Sharp
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	70%		1D6					
(f) Pocket Knife	70%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ERDMANN, Ashley	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Washington, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (OCT 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	8	40	Ignorant
Power (POW)	10	50	
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Pistol	60%	10m	1D8				7	†
(d) Light Carbine	60%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6+2					
(f) Pocket Knife	50%		1D4+2	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CULL, Kelley	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gainesboro, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (NOV 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	70	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	50	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DESCOTEAUX, Frankie	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mappsville, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (FEB 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	70	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	70%		1D6					
(e) Pocket Knife	70%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ERRICO, Leeann	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint George Isl, AK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (APR 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALAMEDA, Timothy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wolcott, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	8	40	Slow
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	70	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	70%		1D6+2					
(f) Pocket Knife	70%		1D4+2	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEVLIN, Lacey	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Soft Shell, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (MAY 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CAROLINA, Cruz	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) White River Junc, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (JUN 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	16	80	Perceptive
Power (POW)	16	80	Forbearing
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DALL, Valeria	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Atlanta, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (MAR 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	60
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PFISTER, Isidro	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Harker Heights, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (JUL 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	13	65	Cunning
Power (POW)	8	40	Timid
Charisma (CHA)	17	85	Captivating

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLOW, Selina	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reno, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (MAY 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Astute
Power (POW)	11	55	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BASNIGHT, Westley	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fertile, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (JUL 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	8	40	Oblivious
Power (POW)	14	70	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6+2					
(g) Pocket Knife	50%		1D4+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOSE, Shaquita	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rosburg, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (DEC 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAMBDIN, Terence	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glen Head, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (APR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	13	65	Quick witted
Power (POW)	17	85	Imperturbable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	80
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	70	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Shotgun (shot)	80%	75m	2D8 †				5	*
(d) Shotgun (slug)	60%	75m	2D8 ‡				5	*
(e) Baton	70%		1D6					
(f) Pocket Knife	70%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HONEYCUTT, Valarie	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Iraan, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (JUL 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	70	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6+1					
(g) Pocket Knife	50%		1D4+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THATCHER, Davon	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Summit Lake, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUN 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Canny
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCGURK, Chelsie	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Punxsutawney, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (AUG 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Quick witted
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	80	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Pistol	60%	10m	1D8				7	†
(d) Light Carbine	60%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DIEDERICH, Leon	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Belmond, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (APR 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Ingenious
Power (POW)	10	50	
Charisma (CHA)	8	40	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4+1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6+2					
(f) Pocket Knife	50%		1D4+2	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SEAVEY, Nicolette	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Juniata, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (FEB 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOTZ, Elvis	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Salisbury, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JAN 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	70	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	70%		1D6					
(g) Pocket Knife	70%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DAIGNEAULT, Tiffani	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Whiteford, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (MAY 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Canny
Power (POW)	14	70	Strong-willed
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	60		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6+1					
(e) Pocket Knife	50%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WEHNER, Sebastian	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bohannon, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (APR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WILMORE, Tania	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dehue, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (APR 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Muscular
Constitution (CON)	13	65	Robust
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	11	55	
Power (POW)	7	35	Nervous
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	60
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	70%		1D6+1					
(e) Pocket Knife	70%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FINNELL, Diego	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wells Bridge, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (JUL 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Strapping
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	16	80	Cunning
Power (POW)	14	70	Unflinching
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6+2					
(f) Pocket Knife	50%		1D4+2	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SOMMERFIELD, Roxana	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bradley, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Quick witted
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Shotgun (shot)	80%	75m	2D8 †				5	*
(d) Shotgun (slug)	60%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUGULEY, Landon	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hamlet, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (MAR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Brawny
Constitution (CON)	14	70	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	6	30	Gloomy
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	6	
Sanity Points (SAN)	30	
Breaking Point (BP)	24	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Pistol	60%	10m	1D8				7	†
(d) Light Carbine	60%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WINDERS, Ashlee	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brothers, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (AUG 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	15	75	Cunning
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	60
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	70%		1D6					
(f) Pocket Knife	70%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NORD, Stephan	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pleasanton, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (AUG 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	80		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Shotgun (shot)	80%	75m	2D8 †				5	*
(d) Shotgun (slug)	60%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PATIN, Joni	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Crandall, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (JUN 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	13	65	Canny
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCADOO, Eric	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Heidrick, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (DEC 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	14	70	Cunning
Power (POW)	11	55	
Charisma (CHA)	7	35	Offhand

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WORRALL, Tracy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jasper, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (JUN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Astute
Power (POW)	8	40	Timid
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	60		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SMALLING, Marcus	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Indianola, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (SEP 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Puny
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	17	85	Genius
Power (POW)	8	40	Gloomy
Charisma (CHA)	16	80	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6-1					
(f) Pocket Knife	50%		1D4-1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HALBERT, Ali	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hancock, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	14	70	Cunning
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	60		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Pistol	60%	10m	1D8				7	†
(d) Shotgun (shot)	80%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	60%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SNODGRASS, Fidel	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ullin, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (SEP 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TOWNSLEY, Shelby	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Burchard, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	8	40	Slow
Power (POW)	10	50	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	70%		1D6					
(e) Pocket Knife	70%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MUNDT, Lonnie	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huntertown, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (OCT 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	17	85	Genius
Power (POW)	8	40	Gloomy
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STENGEL, Cherish	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Alexander, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (JUN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	50	[ ] Science (0%):	20
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	70%		1D6					
(g) Pocket Knife	70%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SOVA, Roy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nashville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (APR 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Canny
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FOSTER, Eboni	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Trotwood, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (NOV 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Frail
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	14	70	Unflinching
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CANAVAN, Arron	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bee, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (FEB 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Shotgun (shot)	80%	75m	2D8 †				5	*
(d) Shotgun (slug)	60%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LADUKE, Sandy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fredonia, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (DEC 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	80
[ ] Alertness (20%)	80	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NUCKOLS, Kirby	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Callicoon, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (JUL 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BREEDEN, Eva	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plymouth, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (DEC 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Crafty
Power (POW)	10	50	
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	60
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6					
(e) Pocket Knife	50%		1D4	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FABIAN, Brett	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Julian, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (SEP 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D6					
(g) Pocket Knife	50%		1D4	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WIENER, Niki	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Export, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (JUL 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Pistol	60%	10m	1D8				7	†
(d) Light Carbine	60%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D6+1					
(f) Pocket Knife	50%		1D4+1	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARRERA, Keaton	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pilger, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (APR 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	15	75	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	80		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D6+1					
(e) Pocket Knife	50%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STONEBRAKER, Rita	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Youngstown, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (MAR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FAST, Clinton	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Port Saint Lucie, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (FEB 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	30	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REYNOLDS, Sabrina	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Seneca Rocks, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (SEP 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Perceptive
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	30	[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	70	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHECKLER, Kareem	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Donnellson, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (AUG 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	13	65	Stoic
Charisma (CHA)	8	40	Unfriendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	30	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRUTCHER, Mary	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Richmond, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	36 (JUN 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	15	75	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	30	[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRISTOBAL, Robby	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nottingham, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (APR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Ingenious
Power (POW)	8	40	Tense
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	30	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHIPTON, Marla	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clinton, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (SEP 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	12	60	
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	30	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUTOWSKI, Jermaine	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Duncan Falls, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (DEC 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	30	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GREENBAUM, Alanna	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Primghar, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (MAR 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	13	65	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	80	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	30	[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOBB, Clinton	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greenwich, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (APR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	80	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	30	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PIPER, Grace	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dumont, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (JUN 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	15	75	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	70	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician (10%):	40			Unnatural (0%)	
[ ] Mechanic	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SANTILLANES, Brandon	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lemon Grove, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (MAY 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):	70	☐ Unarmed Combat (40%)	60 DB=0
☐ Electrician (0%): Mechanic	40 40			Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
YEDINAK, Dianna	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Washington, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (AUG 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Quick witted
Power (POW)	8	40	Meek
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Electrician (0%):	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CUTLER, Javon	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stetson, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (FEB 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	60
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Electrician 40 / Mechanic 40				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MANNERS, Noel	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Broadway, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (NOV 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Ingenious
Power (POW)	8	40	Low spirited
Charisma (CHA)	17	85	Hypnotic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COFFMAN, Erin	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Davisville, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (DEC 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOW, Randi	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Woodruff, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
Power (POW)	13	65	Stoic
Charisma (CHA)	8	40	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Electrician (0%): Mechanic	60 40			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AMENT, Kris	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Warr Acres, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (OCT 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Crafty
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAKOS, Cassidy	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gabbs, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (JUL 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	60			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SLADE, Alton	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tabb, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	17	85	Genius
Power (POW)	8	40	Tense
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POE, Kristan	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Corunna, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (JUL 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician (0%):	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SOURS, Britt	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Knoxville, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (DEC 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PESINA, Kali	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Beaver City, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (DEC 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician (0%): Mechanic	40 40			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLQUIN, Sonny	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Many, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (DEC 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAUCOM, Donna	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Schnellville, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (SEP 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	5	25	Uncoordinated
Intelligence (INT)	7	35	Shallow
Power (POW)	13	65	Calm
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40
[ ] Electrician (10%):	60			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MINGO, Steven	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Millis, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JUL 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Astute
Power (POW)	8	40	Tense
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PELCHAT, Chloe	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nescopeck, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (APR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	10	50	
Power (POW)	13	65	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Electrician (0%):	40			Unnatural (0%)	
[ ] Mechanic (0%):	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHROM, Britt	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Barneveld, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (MAR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	14	70	Cunning
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=0
☐ Electrician ~~Craft (0%):~~	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CROSSLEY, Patricia	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Imperial, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (MAR 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	17	85	Genius
Power (POW)	12	60	
Charisma (CHA)	17	85	Hypnotic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40
[ ] Electrician (10%):	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HICKLIN, Rhett	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boonton, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (JUL 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CESAR, Meghann	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Honaker, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (MAY 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	60	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PASCHAL, Rickey	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tampa, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (NOV 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%):	80 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BODINE, Sandy	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Robbs, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (DEC 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	10	50	
Power (POW)	17	85	Indomitable
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	60	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WEDDLE, Roman	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Onge, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (APR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Quick witted
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WASON, Autumn	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mission Home, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (FEB 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	60	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HORROCKS, Jayme	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bedford, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (AUG 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WIX, Betty	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Church Hill, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	7	35	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	70	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MIESNER, Gregorio	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Livonia, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (APR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KNECHT, Deanna	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Montegut, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (AUG 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Crafty
Power (POW)	11	55	
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	60	[ ] Science (0%):	80 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZARATE, Hank	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mellen, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (FEB 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	8	40	Frail
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PULLIN, Shalonda	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jefferson, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (APR 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Quick witted
Power (POW)	15	75	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	40	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STIEFEL, Eloy	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sierra Vista, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (JAN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Perceptive
Power (POW)	8	40	Pessimistic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	80 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	60			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PEACH, Vivian	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moreno Valley, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (JUN 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	40	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	60	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VILLEGAS, Barry	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rockford, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (NOV 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SIDWELL, Shalonda	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Maynard, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (JUN 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	8	40	Frail
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	13	65	Calm
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BUCKWALTER, Fabian	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hopemont, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (SEP 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	13	65	Perceptive
Power (POW)	10	50	
Charisma (CHA)	14	70	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FREESE, Krystin	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Quail Heights, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (APR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Cunning
Power (POW)	11	55	
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	60
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DAMPIER, Cruz	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Otto, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (MAR 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	9	45	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	9	45	
Power (POW)	14	70	Unflinching
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BUTERBAUGH, Tatiana	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ohio, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (MAR 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	80 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	60	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LANDRETH, Cristian	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Table Rock, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (JUL 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SMIT, Cierra	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hutchins, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (MAY 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	8	40	Oblivious
Power (POW)	10	50	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)	60	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JEROME, Isaias	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stephens City, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (MAR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Cunning
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WITHERELL, Georgia	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Pitcher, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (APR 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	16	80	Stoic
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	60	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RANDOLPH, Joe	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Racine, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (MAY 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	8	40	Clumsy
Intelligence (INT)	10	50	
Power (POW)	13	65	Brave
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	80 50 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WOODWARD, Chasity	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brule, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JUN 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%):	80 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SUMMERS, Ashley	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Arcadia, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (MAY 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	10	50	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	8	40	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=2

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HONEA, Jasmin	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Springfield, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (APR 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	40	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	60	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HEBERT, Deric	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gazelle, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (JUN 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZEHNER, Carolina	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Peetz, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (NOV 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	14	70	Robust
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	10	50	
Power (POW)	13	65	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MENZIES, Claude	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clearwater, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (AUG 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Crafty
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	80 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DICKEY, Elisha	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Higley, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (MAR 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	8	40	Frail
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Cunning
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=2
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HABERMAN, Bart	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Merrill, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (NOV 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Canny
Power (POW)	13	65	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RANIERI, Helen	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clarksville, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (AUG 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	13	65	Ingenious
Power (POW)	8	40	Low spirited
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	80 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALESHIRE, Louis	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ritter, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (JAN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	16	80	Robust
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	14	70	Cunning
Power (POW)	16	80	Stoic
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AZURE, James	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Youngsville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (JUL 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	8	40	Oblivious
Power (POW)	13	65	Forbearing
Charisma (CHA)	17	85	Hypnotic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	60	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=1

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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KEA, Eddie	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tampa, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	80 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	60			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOAK, Meagan	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nineveh, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (OCT 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Cunning
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLARKSON, Elvin	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Uniontown, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (NOV 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	60	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WIXOM, Jami	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dinuba, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (SEP 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	9	45	
Intelligence (INT)	11	55	
Power (POW)	9	45	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RUBALCAVA, Gilberto	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Heiskell, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (JUN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZEPEDA, Juliana	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Axton, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (MAY 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	13	65	Fit
Dexterity (DEX)	8	40	Clumsy
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRUNO, Brody	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rutland, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (FEB 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	8	40	Shy

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Medium Pistol	60%	15m	1D10				15
(c) Very Heavy...	60%	250m		5	20%		10
(d) Combat Knife	30%		1D6+2	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SENSABAUGH, Kristi	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jacksonville, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (JUN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JOHANNSEN, Durrell	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Onalaska, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (JAN 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Crafty
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Flamethrower	60%	5m			10%	1m	20
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NEGRON, Diana	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coyanosa, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (MAY 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	5	25	Offhand

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	5
	5
	5
	5

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NOYES, Ashley	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morley, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) GP Machine Gun	0%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PARKES, Ivy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Paola, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (APR 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	14	70	Canny
Power (POW)	12	60	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PETRIN, Antonio	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hilltown, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (DEC 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Graceless
Intelligence (INT)	14	70	Astute
Power (POW)	13	65	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+2	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OLIVERIO, Cassie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pitts, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (FEB 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHEEHAN, Marco	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Newburg, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (DEC 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	10	50	
Power (POW)	13	65	Calm
Charisma (CHA)	8	40	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	40%	300m		3	15% †	Per burst	100
(d) Combat Knife	50%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BLAU, Elise	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Millen, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	36 (MAY 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	14	70	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Astute
Power (POW)	12	60	
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=2
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4+1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+2	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WAXMAN, Maxwell	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Peru, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (JAN 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	13	65	Ingenious
Power (POW)	10	50	
Charisma (CHA)	8	40	Shy

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	60
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LOVELESS, Rosemary	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gorham, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	25 (DEC 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	10	50	
Power (POW)	8	40	Gloomy
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NEGRETE, Josue	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Webster, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (AUG 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	10	50	
Power (POW)	14	70	Calm
Charisma (CHA)	8	40	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STRYKER, Brittani	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Monroe, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (SEP 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	70 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5 GPS
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Machine...	0%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SESSOMS, Kevan	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Merrill, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (NOV 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) GP Machine Gun	40%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COTTA, Mai	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Streamwood, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (JUN 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	14	70	Cunning
Power (POW)	13	65	Forbearing
Charisma (CHA)	17	85	Captivating

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	40%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THOMSON, Federico	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Melbourne, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JUL 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	12	60	
Power (POW)	15	75	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SEPE, Meghann	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Comer, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (DEC 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHLOSS, Kelly	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Charlotte Hall, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JUL 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STARKWEATHER, Carol	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Columbus, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (FEB 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	12	60	
Power (POW)	14	70	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	40%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REISMAN, Monte	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lakeport, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (SEP 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	15	75	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐	Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐	Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐	Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐	Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	20
☐	Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
			☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐	Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐	Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐	Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐	Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐	Craft (0%):				Unnatural (0%)	
			☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐	Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐	Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐	Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐	Dodge (30%)	30	☐ Pilot (0%):		☐	
☐	Drive (20%)	40			☐	
☐	Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	60%	5m			10%	1m	20
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HONEYCUTT, Leigh	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Meriden, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (MAR 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	15	75	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	60
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUTTO, Simon	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pleasant Lake, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (SEP 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	15	75	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AZAR, Ami	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Poneto, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (FEB 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	14	70	Crafty
Power (POW)	7	35	Pessimistic
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GILBERT, Rocky	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sonora, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (OCT 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Very Heavy...	40%	250m		5	20%		10
(d) Combat Knife	50%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LESNIAK, Lacy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Garrett, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (FEB 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	60	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BLAKES, Wilson	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pataskala, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (APR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	12	60	
Power (POW)	14	70	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BEATON, Jenny	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Frostburg, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (JAN 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	80
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	50 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Very Heavy...	40%	250m		5	20%		10
(d) Combat Knife	30%		1D6-1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MULVEY, Ricky	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Jones, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (JAN 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	11	55	
Power (POW)	15	75	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	150m			15%	10m	1
(d) Combat Knife	50%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STENBERG, Olga	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Worthing, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (OCT 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	5	25	Oblivious
Power (POW)	14	70	Calm
Charisma (CHA)	7	35	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	7
	7
	7
	7

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLLARS, Dante	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mc Dade, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (NOV 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Crafty
Power (POW)	13	65	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	300m		3	15% †	Per burst	100
(d) Combat Knife	50%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ELSWICK, Kimberley	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Forreston, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (NOV 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCMORRIS, Deric	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Union, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	16	80	Fit
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	13	65	Quick witted
Power (POW)	5	25	Gloomy
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	5	
Sanity Points (SAN)	25	
Breaking Point (BP)	20	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ENGELHARDT, Jesse	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dill City, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (JAN 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HESTER, Gilberto	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Andes, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JAN 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	13	65	Ingenious
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Medium Pistol	60%	15m	1D10				15
(c) Very Heavy...	60%	250m		5	20%		10
(d) Combat Knife	30%		1D6-1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MANZELLA, Nora	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rehoboth, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (SEP 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	17	85	Tough
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Sharp
Power (POW)	8	40	Meek
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PIEPER, Louie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bagdad, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (NOV 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	6	30	Bulky
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	8	40	Offhand

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DEGROAT, Alecia	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Angola, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	9	45	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FARRAR, Rene	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lutsen, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (MAY 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	Brave
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) RPG launcher	0%	200m		20	30%	10m	20
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HEGLAND, Deena	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lyons, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (FEB 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOSTROM, Shayne	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carrollwood, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (OCT 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCREYNOLDS, Jason	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Potwin, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (JUN 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EASTRIDGE, Abraham	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mooreland, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (APR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	17	85	Brilliant
Power (POW)	8	40	Pessimistic
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RIVERO, Sadie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Capron, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (JUL 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Sharp
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Medium Pistol	60%	15m	1D10				15
(c) Very Heavy...	60%	250m		5	20%		10
(d) Combat Knife	30%		1D6+2	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LOMELI, Tony	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fowler, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (OCT 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Crafty
Power (POW)	17	85	Indomitable
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Very Heavy...	60%	250m		5	20%		10
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STEINKE, John	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Collins, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (FEB 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	17	85	Brilliant
Power (POW)	14	70	Stoic
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	80
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHEN, Morris	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Federal Heights, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (NOV 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALLSUP, Emma	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sioux City, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	54 (MAY 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	13	65	Robust
Dexterity (DEX)	16	80	Lithe
Intelligence (INT)	7	35	Oblivious
Power (POW)	17	85	Indomitable
Charisma (CHA)	8	40	Inhibited

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BASLER, Darrick	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Atlanta, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (MAR 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	17	85	Tough
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	13	65	Forbearing
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FULGHUM, Yvette	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jasper, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (DEC 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	15	75	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	60	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) GP Machine Gun	60%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POTHIER, Nelson	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Glacier Par, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (MAY 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	15	75	Calm
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	40%	150m			15%	10m	1
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DYKEMA, Latrice	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bluford, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (APR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CARSON, Tanner	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Loma Mar, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (FEB 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	14	70	Canny
Power (POW)	13	65	Stoic
Charisma (CHA)	16	80	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MONZON, Alexis	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bowersville, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (JAN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	18	90	Indefatigable
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Ingenious
Power (POW)	16	80	Brave
Charisma (CHA)	14	70	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WHITEHAIR, Lynn	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mokena, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (FEB 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	11	55	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GARRIDO, Meghan	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cincinnati, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (FEB 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEECH, Skyler	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Garland City, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (NOV 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Sturdy
Constitution (CON)	7	35	Unwell
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	16	80	Quick witted
Power (POW)	18	90	Imperturbable
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	18	
Sanity Points (SAN)	90	
Breaking Point (BP)	72	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DISANTO, Leslie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Peru, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (JUN 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLORE, Collin	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Worcester, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (JAN 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SECRIST, Belinda	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Leaday, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (OCT 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	0%	5m			10%	1m	20
(d) Combat Knife	30%		1D6-1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUILLORY, Jeff	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hazlet, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (JAN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	300m		3	15% †	Per burst	100
(d) Combat Knife	50%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUPLANTIS, Cody	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Strawberry Plain, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (JUL 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MILLHOUSE, Rick	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Afton, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (JUL 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Unflinching
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	40%	200m		3	10%	Per burst	200
(d) Combat Knife	50%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WILDE, Bailey	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gillmore, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (DEC 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	8	40	Bulky
Intelligence (INT)	10	50	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BEST, Jessy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Los Lunas, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (JUL 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	9	45	
Dexterity (DEX)	12	60	
Intelligence (INT)	9	45	
Power (POW)	8	40	Nervous
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	40%	5m			10%	1m	20
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARHAM, Traci	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Belgium, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	13	65	Perceptive
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GREENWAY, Marion	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hudson, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (APR 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	9	45	
Intelligence (INT)	11	55	
Power (POW)	8	40	Timid
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	60%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOSTELLER, Emily	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gable, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (SEP 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MANER, Marquis	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cerulean, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (SEP 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) GP Machine Gun	0%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HILARIO, Deidre	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Port Townsend, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (SEP 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Puny
Constitution (CON)	7	35	Unfit
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	7	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BEEKS, Jermey	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Luck, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (FEB 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Very Heavy...	40%	250m		5	20%		10
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHOEMAKER, Colleen	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Beryl, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (SEP 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROBICHAUX, Jace	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Knights Landing, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUL 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLEMENTS, Leila	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Monico, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	48 (SEP 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	15	75	Stoic
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	20%	5m			10%	1m	20
(d) Combat Knife	50%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SUNG, Mohammed	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Harris, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (AUG 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PREWITT, Halley	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pinehurst, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (OCT 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	40	☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BATOR, Lynn	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dixon, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (FEB 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GAMMILL, Irma	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Knoxville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (OCT 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	60%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BLOCH, Armand	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bridger, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (OCT 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	9	45	
Intelligence (INT)	12	60	
Power (POW)	6	30	Nervous
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	6	
Sanity Points (SAN)	30	
Breaking Point (BP)	24	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FABER, Mayra	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Leaburg, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (MAR 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	7	35	Obtuse
Power (POW)	13	65	Forbearing
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	70 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GASSER, Fabian	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Canyondam, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (NOV 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	16	80	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Sharp
Power (POW)	16	80	Brave
Charisma (CHA)	16	80	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) GP Machine Gun	0%	300m		3	15%	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BEADLE, Charity	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Irvine, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	45 (JUL 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) RPG launcher	0%	200m		20	30%	10m	20
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GUERTIN, Dontae	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pompano Beach, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (NOV 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	17	85	Captivating

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRADY, James	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hendricks, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (OCT 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	10	50	
Power (POW)	8	40	Meek
Charisma (CHA)	17	85	Beguiling

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLT, Bo	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Powderly, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (DEC 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	14	70	Crafty
Power (POW)	8	40	Timid
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+2	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FIKE, Jeanine	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Uvalda, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (MAY 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	9	45	
Intelligence (INT)	14	70	Sharp
Power (POW)	13	65	Strong-willed
Charisma (CHA)	16	80	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PISANO, Kiel	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ponsford, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (MAR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Astute
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MONROE, Tara	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kokomo, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (FEB 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	60	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	0%	5m			10%	1m	20
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VALVERDE, Brent	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reinholds, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (MAR 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	8	40	Ignorant
Power (POW)	10	50	
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TANNER, Bobbie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Big Cabin, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	44 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	11	55	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	60	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RINCON, Kelly	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bliss, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (FEB 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	10	50	
Power (POW)	14	70	Stoic
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OSTRANDER, Mandy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glen Cove, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (AUG 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HULETT, Denis	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Orleans, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	7	35	Clumsy
Intelligence (INT)	16	80	Cunning
Power (POW)	9	45	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Machine...	0%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PRYOR, Charissa	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Youngstown, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (JUN 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Canny
Power (POW)	8	40	Timid
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COPELAND, Jessie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jarrettsville, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (MAR 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Graceless
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HELMUTH, Jenifer	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Falmouth, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (DEC 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	6	30	Weak
Constitution (CON)	6	30	Unfit
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Canny
Power (POW)	13	65	Calm
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	6	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-2				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6-1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LINVILLE, Peter	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coatsville, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (MAY 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	60%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LADE, David	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Petrolia, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (FEB 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	30	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WILLIAMSON, Clifton	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Watson, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (OCT 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	16	80	Fit
Dexterity (DEX)	9	45	
Intelligence (INT)	13	65	Quick witted
Power (POW)	15	75	Stoic
Charisma (CHA)	16	80	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARE, Corrie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Winneconne, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (SEP 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FOUST, Milton	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Peosta, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (MAY 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	17	85	Tough
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	13	65	Astute
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-2					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
QUIROZ, Jana	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Albany, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (JAN 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ]	Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ]	Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ]	Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ]	Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ]	Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
			[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ]	Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ]	Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ]	Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ]	Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=-1
[ ]	Craft (0%):				Unnatural (0%)	
			[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ]	Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ]	Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ]	Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ]	Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ]	Drive (20%)	20			[ ]	
[ ]	Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KRULL, Tyson	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Burnside, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (NOV 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	4	20	Feeble
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	15	75	Sharp
Power (POW)	14	70	Stoic
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	7	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=-2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-3					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STILLS, Britney	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Deweese, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRASS, Kory	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Goodson, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (NOV 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	10	50	
Power (POW)	13	65	Stoic
Charisma (CHA)	17	85	Beguiling

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MATLOCK, Eden	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elk Horn, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (FEB 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	80	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	70
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	30	[ ]	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRIFFEY, Kenton	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Suffolk, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUL 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	18	90	Tough
Dexterity (DEX)	11	55	
Intelligence (INT)	7	35	Ignorant
Power (POW)	15	75	Brave
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WINKFIELD, Joann	Special Operator
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Rosebud, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (OCT 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRIGHT, Vernon	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Delta, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JUN 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Astute
Power (POW)	10	50	
Charisma (CHA)	14	70	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BILDERBACK, Betty	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lenexa, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (APR 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	13	65	Crafty
Power (POW)	17	85	Indomitable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	70
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALDERETE, Gavin	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Confluence, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (FEB 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	8	40	Timid
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOFFETT, Cherelle	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Steward, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (JUN 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	15	75	Cunning
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

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† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RETHMAN, Leslie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dime Box, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALONSO, Vivian	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dresser, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (MAY 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Sharp
Power (POW)	9	45	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GLANCY, Bart	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Salina, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (DEC 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FULTZ, Yvonne	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hebron, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (OCT 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	11	55	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	80	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ESSARY, Jarrett	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Riverdale, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (MAY 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Sharp
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRYSTAL, Lucinda	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oceanside, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (AUG 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Frail
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	10	50	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	80	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

DB=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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PIGGOTT, Mario	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Buckley, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (NOV 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AYOUB, Domonique	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bates, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (SEP 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	10	50	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VOIGT, Don	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hubbardton, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (DEC 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	6	30	Awkward
Intelligence (INT)	14	70	Astute
Power (POW)	12	60	
Charisma (CHA)	18	90	Captivating

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	18
	18

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STEMPLE, Beatrice	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Little Rock, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (NOV 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROBARDS, Daniel	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Silverlake, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JUN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GARDEA, Brianna	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Barney, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (NOV 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	16	80	Sharp
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	80 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

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THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLERK, Courtney	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dyersburg, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (MAR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	13	65	Astute
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
YALE, Lucinda	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Crescent, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (AUG 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	70%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RAKER, Alexis	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Presque Isle, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (MAY 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BATTISTE, Melissa	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Green, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (OCT 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	80 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	20
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
INGRAHAM, Vance	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ingram, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (SEP 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	15	75	Unflinching
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALBANO, Demetria	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chickasaw, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (FEB 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	14	70	Sharp
Power (POW)	17	85	Imperturbable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REISINGER, Jan	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boston, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (AUG 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	8	40	Meek
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	70
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4+1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JOLY, Kayleigh	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bowling Green, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (SEP 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	16	80	Resilient
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	8	40	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	80	[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BREHM, Davon	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bellevue, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (JUL 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRULLON, Claire	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cadott, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (JUN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)	20	[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	80	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SULTAN, Blake	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Long Beach, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (OCT 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOJICA, James	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Baldwin, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (DEC 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	13	65	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)	20	[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	80	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUPUIS, Addison	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Northrop, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (OCT 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CASANOVA, Casie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Portland, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (APR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZOLL, Cooper	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waterman, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (JUL 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	6	30	Delicate
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	13	65	Ingenious
Power (POW)	10	50	
Charisma (CHA)	8	40	Self conscious

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HORTON, Hallie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pegram, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (DEC 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Astute
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	70
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

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THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WILD, Dallas	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Verona, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JUN 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Stoic
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WOODALL, Stefani	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Harahan, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (SEP 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)	20	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	80	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HALLOCK, Nathanial	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elk City, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (AUG 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	15	75	Crafty
Power (POW)	15	75	Calm
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TYRELL, Ingrid	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Georgetown, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (FEB 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	18	90	Brilliant
Power (POW)	17	85	Indomitable
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)	20	[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	80	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MELENDREZ, Durell	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Stonington, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (JAN 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	8	40	Ignorant
Power (POW)	10	50	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	80 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4+1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NICKELS, Nia	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shadyside, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (DEC 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Quick witted
Power (POW)	15	75	Strong-willed
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

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THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POPOVICH, Jesse	Special Operator
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Golovin, AK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (FEB 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

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THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AUER, Tricia	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Warsaw, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (APR 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Astute
Power (POW)	17	85	Indomitable
Charisma (CHA)	8	40	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	80	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	80	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOSQUE, Reuben	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mountain Rest, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (NOV 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BURCHETT, Tanya	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glenn, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	29 (FEB 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VO, Ray	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Apple Grove, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (FEB 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Frail
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
Power (POW)	13	65	Stoic
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TYSON, Tatiana	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waban, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (OCT 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Quick witted
Power (POW)	15	75	Strong-willed
Charisma (CHA)	16	80	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DESCHENES, Bennie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Goode, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (APR 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Quick witted
Power (POW)	17	85	Indomitable
Charisma (CHA)	8	40	Standoffish

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FIERROS, Anthony	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bluffton, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (MAR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	17	85	Genius
Power (POW)	13	65	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THROOP, Mohammad	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sunnyside, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (SEP 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GOSSELIN, Bianca	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Leighton, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (OCT 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	70
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	80	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WIELAND, Jace	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bloomville, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (AUG 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	15	75	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAROCHE, Brooke	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Arroyo Seco, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (OCT 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	8	40	Inhibited

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	70
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=2
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RICHART, Edmond	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Laurens, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAY 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	9	45	
Dexterity (DEX)	12	60	
Intelligence (INT)	17	85	Brilliant
Power (POW)	16	80	Forbearing
Charisma (CHA)	17	85	Beguiling

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KILLINGSWORTH, Cecelia	Special Operator
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Cincinnati, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (MAY 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WEBSTER, Francisco	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moultonborough, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
Power (POW)	13	65	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NOLD, Stacia	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grouse Creek, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (OCT 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	8	40	Slow
Power (POW)	10	50	
Charisma (CHA)	17	85	Hypnotic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BURRISS, Nigel	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Browns Mills, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (APR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BROACH, Christen	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hartselle, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (NOV 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EDDINGS, Jessy	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bahama, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (JUN 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	14	70	Strong-willed
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-2					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAZEL, Tatiana	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Alva, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (APR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LAXTON, Johnnie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Peace Dale, RI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (JUN 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	16	80	Nimble
Intelligence (INT)	13	65	Ingenious
Power (POW)	14	70	Calm
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CARILLO, Linsey	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Valentine, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (JUN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Sharp
Power (POW)	13	65	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARRE, Jamil	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mistletoe, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (AUG 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLDING, Kendall	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Groveton, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (DEC 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HEPNER, Ezra	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Staten Island, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (OCT 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	80 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-2				
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	60%	20m	§			10m	2
(g) Combat Knife	70%		1D6-1	3			

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HENRICKSON, Cherie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fabius, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (FEB 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GIULIANI, Derik	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Robert, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (OCT 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	13	65	Crafty
Power (POW)	16	80	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BERMUDEZ, Marcia	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Manvel, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (AUG 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Brawny
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	9	45	
Intelligence (INT)	13	65	Crafty
Power (POW)	9	45	
Charisma (CHA)	9	45	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MUCHA, Santiago	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Levant, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (OCT 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	70	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SAVELL, Erin	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jordan Valley, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Quick witted
Power (POW)	14	70	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TANOUYE, Sidney	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Baltimore, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (JAN 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Graceless
Intelligence (INT)	13	65	Ingenious
Power (POW)	14	70	Unflinching
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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.

THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SYMONDS, Shawn	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wright, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (JAN 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	80	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	30	[ ]	

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THIS IS A WORK OF FICTION

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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ROTHMAN, Vito	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waltersburg, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	15	75	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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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

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GPS

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16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

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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* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%