

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL		2. PROFESSION (RANK IF APPLICABLE)	
	3. EMPLOYER		4. NATIONALITY	
	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)						
	Constitution (CON)						
	Dexterity (DEX)						
	Intelligence (INT)						
	Power (POW)						
	Charisma (CHA)						
	9. DERIVED ATTRIBUTES	MAXIMUM		CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)						
	Willpower Points (WP)						
Sanity Points (SAN)							
Breaking Point (BP)							
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

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

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS							
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further							
EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)							
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							
REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
Please indicate why this agent was recruited and why the agent agreed to be recruited.								
20. AUTHORIZING OFFICER				21. AGENT SIGNATURE				

THIS IS A WORK OF FICTION