# DELTA GREEN

**PERSONAL DATA**

| | |
|---|---|
| 1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE) | 2. PROFESSION (RANK IF APPLICABLE) |
| 3. EMPLOYER | 4. NATIONALITY |

5. SEX  ☐ F  ☐ M  ☐ _____    6. AGE AND D.O.B.    7. EDUCATION AND OCCUPATIONAL HISTORY

**STATISTICAL DATA**

| 8. STATISTICS | SCORE | ×5 | DISTINGUISHING FEATURES |
|---|---|---|---|
| Strength (STR) | | | |
| Constitution (CON) | | | |
| Dexterity (DEX) | | | |
| Intelligence (INT) | | | |
| Power (POW) | | | |
| Charisma (CHA) | | | |

| 9. DERIVED ATTRIBUTES | MAXIMUM | CURRENT |
|---|---|---|
| Hit Points (HP) | | |
| Willpower Points (WP) | | |
| Sanity Points (SAN) | | 45 |
| Breaking Point (BP) | | 40 |

10. PHYSICAL DESCRIPTION

**PSYCHOLOGICAL DATA**

| 11. | BONDS | SCORE |
|---|---|---|
| | | |
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| | | |
| | | |
| | | |

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ _adapted_   Helplessness ☐ ☐ ☐ _(adapted)_

**APPLICABLE SKILL SETS**

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

Check 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?  ☐ yes: only Medicine, Surgery, or long-term rest can help further

**EQUIPMENT**

## 15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

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

**REMARKS**

## 17. PERSONAL DETAILS AND NOTES

## 18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

| 19.    SPECIAL TRAINING | SKILL OR STAT USED |
|---|---|
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| | |
| | |

Please indicate why this agent was recruited and why the agent agreed to be recruited.

## 20. AUTHORIZING OFFICER

## 21. AGENT SIGNATURE

**DD** UNITED STATES FORM **315**

**112382**