

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL			2. PROFESSION (RANK IF APPLICABLE)		
	Vaughan, Victor			Doctor, sent to poor far areas		
	3. EMPLOYER			4. NATIONALITY		
	Public Health Service Commissioned Corps (page 160)			British		
5. SEX			6. AGE AND D. O. B.		7. EDUCATION AND OCCUPATIONAL HISTORY	
<input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> .....			36, Jan 21st		Medical training, ER experience, joined the CDC to give back to society	

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES		PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	8	40%	Out of shape			Laura, ex-fiance, put in in friendzone	10
	Constitution (CON)	10	50%				Paul, Father, ex-Diplomat, lives in hospice	10
	Dexterity (DEX)	10	50%				Meredith, work-wife, young and excitable	10
	Intelligence (INT)	16	80%	Perceptive				
	Power (POW)	16	80%	Strong willed				
	Charisma (CHA)	12	60%					
	9. DERIVED ATTRIBUTES		MAXIMUM		CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		9					
	Willpower Points (WP)		16					
	Sanity Points (SAN)		99		80			
	Breaking Point (BP)				64			
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%) +20	80%	<input type="checkbox"/> Ride (10%)		
	<input type="checkbox"/> Alertness (20%)		<input type="checkbox"/> Forensics (0%) + 20	70%	<input type="checkbox"/> Science (0%): Biology	60%	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machincery (10%)				
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%) + 20	60%	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)		<input type="checkbox"/> SIGINT (0%)		
			<input type="checkbox"/> HUMINT (10%) + 20 + 20 + 20	60%	<input type="checkbox"/> Stealth (10%)		
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)		
	<input type="checkbox"/> Athletics (30%)		<input type="checkbox"/> Medicine (0%) + 20	80%	<input type="checkbox"/> Survival (10%)		
	<input type="checkbox"/> Bureaucracy (10%)	50%	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Swim (20%)		
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)		
	<input type="checkbox"/> Craft (0%):				<input type="checkbox"/> Unnatural (0%)		
			<input type="checkbox"/> Navigate (10%)		Foreign Languages and Other Skills:		
	<input type="checkbox"/> Crimonology (10%)		<input type="checkbox"/> Occult (10%)		<input type="checkbox"/>		
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40%	<input type="checkbox"/>		
	<input type="checkbox"/> Disguise (10%)		<input type="checkbox"/> Pharmacy (0%) + 20	70%	<input type="checkbox"/>		
	<input type="checkbox"/> Dodge (30%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>		
	<input type="checkbox"/> Drive (20%)				<input type="checkbox"/>		
	<input type="checkbox"/> Firearms (20%)		<input type="checkbox"/> Psychotherapy (10%)	60%	<input type="checkbox"/>		
	Check a box when you attempt to use a skill and fail. After the session, add 1D4-1 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							
	Smartphone Laptop Driver's license Wallet Emergency First Aid kit Flashlight							
	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) Unarmed	40%		1d4-2				
	(b) Light Pistol	20%	10m	1d8				
	(c)							
	(d)							
	(e)							
	(f)							

	(g)							
REMARKS	17. PERSONAL DETAILS AND NOTES  Father (Paul Vaughan) worked for British Consulate General Atlanta, so Victor got it easy in life - almost spoiled. Graduated from Medical school and decided to enlist with the CDC to get to help smaller and poorer communities and give it back to society. When his wife died, Paul got into drinking (his son Victor was already in college) and that led him to be moved to a hospice (which Victor helps to pay).  He has a special knack for people and thus became a good person to join teams being sent to rural areas that the CDC keep track of - he talks well with people and is quick to learn when they're hiding a disease or a cronic condition because they're afraid of something. That led him to be in the same place of previous Delta Green teams, and occasionally he was contacted to become a official member, after a "bird-flu" cover-up he agreed to sign on (caused by a misterious spore fungi growing in a basement house in Michigan that coincidentaly was put on fire).  Since he dedicates too much of him to his patients and his work life (which led him to travel a lot), he lost a mariage opportunity. He still keep in touch with his fiance, Laura - she likes to talk to him still and she often tell him stories about a boyfriend or a party or something normal :)  Last but not least, a integral member of his away team is Meredith, a young and excitable doctor who makes Victor feel young again - he tries to keep her away of the bizarre cases and from Delta Green.				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY  Victor is often away for work and eating fast food, never learned to treat his own health or to keep up with gym routine.  He is trustworthy, dedicate too much for his patients (especially those who have never even seen a doctor due to financial issues), and often guess what they may be hiding from him			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							
	20. AUTHORIZING OFFICER				21. AGENT SIGNATURE			

This is a work of fiction. Unofficial character sheet by /u/gyeklam

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UNITED STATES  
FORM

315

TOP SECRET//ORCON//SPECIAL ACCESS REQUIRED-DELTA GREEN  
AGENT DOCUMENTATION SHEET

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