DGGEN DTG 2021-10-19T14:05:47.511377Z
CLASSIFIED/DG/NTK//
SUBJ ROSTER/ACTIVE/NOCELL/CONUS//

Anthropologist.....2

Business Executive.....22

Computer Scientist.....32

Criminal.....52

Engineer.....72

Federal Agent.....92

Firefighter.....172

Foreign Service Officer.....192

Historian.....232

Intelligence Analyst.....272

Intelligence Case Officer.....312

Lawyer.....352

Marine.....372

Media Specialist.....412

Nurse.....432

Paramedic.....452

Physician.....472

Pilot.....492

Police Officer.....512

Program Manager.....552

Sailor.....562

Scientist.....582

Soldier.....622

Special Operator.....702

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MARQUETTE, Shelby	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Christiana, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (JUN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	8	40	Shallow
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
	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%)	70	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] 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%)		[ ] 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%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] 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)
CARDELLO, Eduardo	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plantersville, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (APR 11)	

STATISTICAL DATA

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

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
	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%)	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%)	
☐ 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%)	40 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	50	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%)	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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAGEDORN, Maureen	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Belle Plaine, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	28 (MAY 14)	

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)	15	75	Stoic
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%)	50
☐ Alertness (20%)	40	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ 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%)	20	☐ 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%)	30	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	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
BILLINGTON, Tyrone	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Yuma Proving Gro, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (JAN 19)	

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)	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%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ 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%)	
		☐ 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%)	20	☐ 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%)	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)
CHAMPINE, Jacquelyn	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dassel, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (JAN 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
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%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	30		
☐ 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%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ 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%):	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)
DIANA, Gonzalo	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Acacia, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (SEP 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	8	40	Clumsy
Intelligence (INT)	13	65	Canny
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
	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%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	20
		☐ 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%)	20	☐ 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=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)
GOUVEIA, Noelle	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Desdemona, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (MAR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	13	65	Ingenious
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%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ 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%)	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%)	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)
LONDONO, Noah	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Barrington, RI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (MAY 4)	

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	Stoic
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%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	70
☐ 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%)	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%)	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)
DEFALCO, Ashli	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Trout Run, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (NOV 3)	

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)	11	55	
Charisma (CHA)	15	75	Approachable

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
	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%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	40	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)	20	[ ] 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%)		[ ] 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%)	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)
HALPIN, Felix	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Townshend, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (AUG 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Astute
Power (POW)	14	70	Stoic
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
	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%)	40	☐ Forensics (0%)		☐ Science (0%):	20
☐ 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%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	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%)	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)
DRAKEFORD, Tia	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morriston, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (JUN 24)	

STATISTICAL DATA

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

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
	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%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ 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%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ 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%)	10	☐	
☐ 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	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)
CHESHIRE, Ken	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Radium, MN

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)	12	60	
Constitution (CON)	14	70	Resilient
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
	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%):	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%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ 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%)	80	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	80	☐	
☐ 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	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)
GODINEZ, Giselle	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Little York, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (FEB 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	13	65	Ingenious
Power (POW)	11	55	
Charisma (CHA)	15	75	Approachable

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
	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%)	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%)	20	[ ] 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%)	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%)	30	[ ]	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=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)
ERSKINE, Marshall	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pine Bush, NY

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Agile
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
	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%):	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%)	50	☐ 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
☐ 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%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ 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)
EAGLE, Cassidy	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Windsor, CT

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	9	45	
Intelligence (INT)	13	65	Canny
Power (POW)	9	45	
Charisma (CHA)	15	75	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
	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%):	20
☐ 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%)	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%)	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%)	60	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ 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	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)
ROTHER, Keely	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Linefork, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (OCT 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	13	65	Sharp
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%)	30	[ ] 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%):	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%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] 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	[ ]	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)
SWIM, Monte	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lucinda, PA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	14	70	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
	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%)	70	☐ 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%)	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%)	20
☐ 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=0
☐ 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%)	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)
GIVENS, Myra	Computer Scientist
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Mc Kownville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (AUG 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Puny
Constitution (CON)	9	45	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	17	85	Genius
Power (POW)	8	40	Gloomy
Charisma (CHA)	17	85	Captivating

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
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%)	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%)	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%)	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%)	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%		1D4-2				
(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)
GERRISH, Brain	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grapeville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (JAN 3)	

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)	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%)	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%)	30
☐ Artillery (0%)		☐ 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%)	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	☐	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)
GILYARD, Ashton	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morrison, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (MAY 8)	

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)	12	60	
Charisma (CHA)	14	70	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
	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	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%)	40	☐ 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			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	60
☐ 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)
JIMERSON, Forrest	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cave Spring, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (NOV 25)	

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	Crafty
Power (POW)	13	65	Strong-willed
Charisma (CHA)	8	40	Unfriendly

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%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	40 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ 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=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%):		☐	
☐ 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)
KOVACS, Janette	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rockport, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (JUN 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	16	80	Quick footed
Intelligence (INT)	16	80	Ingenious
Power (POW)	13	65	Brave
Charisma (CHA)	18	90	Beguiling

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
	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%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] 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%)		[ ] 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=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%)	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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SALDIVAR, Oscar	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Malad City, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (DEC 4)	

STATISTICAL DATA

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

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%)	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%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ 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%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ 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%)	30	☐	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)
BUCKLEY, Shanta	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Espanola, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (JAN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	15	75	Perceptive
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

12. MOTIVATIONS 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
[ ] Anthropology (0%)	20	[ ] 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%)	20
[ ] 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 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	[ ]	
[ ] 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)
COSTANZA, Cortez	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Waltham, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (NOV 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	12	60	
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)	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%)	40	☐ 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%)	40	☐ Surgery (0%)	20
☐ 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=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	☐	20
☐ 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)
OZUNA, Corinne	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wasilla, AK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (AUG 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
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
	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%):	
[ ] 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%)	60	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	60	[ ] 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%)	70	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] 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)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CASNER, Alonzo	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Alum Ridge, VA

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)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	13	65	Perceptive
Power (POW)	8	40	Gloomy
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%)	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%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ 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%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	50	☐ Pharmacy (0%)	20	☐	
☐ 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)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BRANTLEY, Maegan	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hanoverton, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (DEC 4)	

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)	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%)	20	[ ] 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%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	40	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	70	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] 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	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)
ASHLOCK, Johathan	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tuckerman, AR

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	15	75	Agile
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
	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%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	60	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (SEP 24)	

STATISTICAL DATA

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

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
	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%)	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%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] 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 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	60	[ ] 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)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARRISON, Jan	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) El Paso, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (OCT 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	13	65	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Cunning
Power (POW)	17	85	Imperturbable
Charisma (CHA)	17	85	Captivating

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
	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%)	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%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ 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 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	70	☐ Pharmacy (0%)		☐	
☐ 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (JAN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Crafty
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%)	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%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ 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%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ 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)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PEEBLES, Erwin	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tujunga, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (JAN 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	16	80	Fit
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	6	30	Slow
Power (POW)	15	75	Forbearing
Charisma (CHA)	7	35	Self conscious

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
	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%)	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%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)	60	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ 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%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	50	☐	
☐ 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=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)
GRABER, Rhonda	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Maxwell, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (DEC 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	14	70	Quick witted
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%)	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%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] 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%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	80	[ ] Occult (10%)	70	[ ]	
[ ] 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)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (SEP 1)	

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%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ 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%):	60			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ 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)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCLOUD, Corinne	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Butler, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (AUG 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	13	65	Resistant
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
	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%)	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%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] 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=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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FAUGHT, Emanuel	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Montauk, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (FEB 2)	

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	60	☐ Surgery (0%)	
☐ 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%)	60 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%)	30	☐	40
☐ Demolitions (0%)		☐ 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	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)
BENEFIELD, Maggie	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Corning, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (DEC 17)	

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	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%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	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%)	
[ ] 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%):		[ ] 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%)	10	[ ] Occult (10%)	30	[ ]	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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JEANS, Damien	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Walkersville, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (APR 28)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%):	20	☐ 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%)	50	☐ Melee Weapons (30%)	50	☐ 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%)	30	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	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)
COLLINGS, Kelsey	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cedar Hills, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (DEC 27)	

STATISTICAL DATA

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

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
	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	60
[ ] Anthropology (0%)	20	[ ] 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%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] 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%)	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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ELLIOTT, Bret	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) College Park, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (MAY 27)	

STATISTICAL DATA

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

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%)	70	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	40
☐ 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%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=2
☐ 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%)		☐ 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)
NUCKOLS, Shirley	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Allentown, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (FEB 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	8	40	Slow
Power (POW)	13	65	Brave
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%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] 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%):		[ ] 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%)	10	[ ]	40
[ ] 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)
MCRAY, Ignacio	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kansas City, KS

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)	8	40	Puny
Constitution (CON)	14	70	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	13	65	Forbearing
Charisma (CHA)	17	85	Irresistible

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	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%)	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%)	10	☐ 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	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)
MORIS, Julie	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Catasauqua, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JAN 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
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%)	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%)	30	[ ] 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%)	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%)	30	[ ]	
[ ] 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DELEON, Sheldon	Engineer
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) East Aurora, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (JUL 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resilient
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%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Mathematics	60
☐ 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%)		☐ Law (0%)	40	☐ 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%)	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%)	30	☐	
☐ 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)
IMAI, Kia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Loxley, AL

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)	14	70	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
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%)	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%)	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%)	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%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] 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 mic
Small evidence-collection kit
* 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 your Agent 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)
DEDRICK, Conrad	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waterford, CA

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

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)	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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)		☐ 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%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ 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 mic
Small evidence-collection kit
* 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)	50%	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)
LEISHMAN, Claudia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Causey, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (FEB 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	16	80	Brave
Charisma (CHA)	5	25	Shy

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	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%)	70
[ ] 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%)	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%)	30	[ ]	
[ ] 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 mic
Small evidence-collection kit
* 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 your Agent 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)
WYLLIE, Johnny	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kansas City, MO

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)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
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%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ 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%)	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%)		☐	
☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
PATRICIO, Mackenzie	Federal Agent
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Atascadero, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	29 (AUG 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	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%)	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 mic
Small evidence-collection kit
* 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)	50%	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)
CROOM, Rory	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) The Colony, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JUN 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
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%)	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%)	20
		☐ HUMINT (10%)	60	☐ 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%)	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%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ 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 mic
Small evidence-collection kit
* 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)	70%	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)
BESAW, Dora	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elkhart, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (JUL 1)	

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	Sharp
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%)	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%)	20	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] 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%)	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	[ ]	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	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has 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 mic
Small evidence-collection kit
* 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 your Agent 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)
STORMER, Felix	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Claverack, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (AUG 3)	

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)	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. MOTIVATIONS 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%)	20	☐ 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%)	50	☐ 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%)	30	☐	
☐ 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 mic
Small evidence-collection kit
* 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)	50%	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)
CRAMPTON, Corina	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Vernon, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	35 (SEP 26)	

STATISTICAL DATA

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

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
	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%)	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%)	20
☐ 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 DB=1
☐ 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%)	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 mic
Small evidence-collection kit
* 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)	50%	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)
SANBORN, Curtis	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holly Pond, AL

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	10	50	
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. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	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%)	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%)	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 mic
Small evidence-collection kit
* 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) 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 your Agent 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)
GRUBER, Whitney	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lebanon Junction, KY

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)	13	65	Tough
Constitution (CON)	17	85	Tough
Dexterity (DEX)	10	50	
Intelligence (INT)	8	40	Obtuse
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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=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%)	30	☐ Pharmacy (0%)	50	☐	
☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
MOHAMMED, Rene	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hampden, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JUL 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	6	30	Unwell
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	7	35	Ignorant
Power (POW)	15	75	Strong-willed
Charisma (CHA)	13	65	Friendly

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
	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%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ 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%)		☐ 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%)	50	☐ Occult (10%)	30	☐	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=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 mic
Small evidence-collection kit
* 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)	50%	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)
BURGESS, Patrice	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Friedheim, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	55 (MAR 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	13	65	Quick footed
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%)	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%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ 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%)	50	☐ Occult (10%)	10	☐	
☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
MASHBURN, Jason	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chattanooga, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (JUN 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Perfect health
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%):	
☐ Anthropology (0%)	20	☐ 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%)	50	☐ 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=1
☐ Craft (0%):				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%)	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 mic
Small evidence-collection kit
* 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 your Agent 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)
GARETT, Abby	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fairfield, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	48 (NOV 8)	

STATISTICAL DATA

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

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%)	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%)	30	☐ SIGINT (0%)	20
		☐ 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%):	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%)	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 mic
Small evidence-collection kit
* 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)	50%	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)
JENSEN, Guadalupe	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ventura, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (MAY 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	6	30	Unwell
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	9	45	
Power (POW)	12	60	
Charisma (CHA)	9	45	

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
	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%)	30
☐ 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%)	
☐ 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%)	80 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%)	50	☐	
☐ 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 mic
Small evidence-collection kit
* 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) Shotgun (shot)	70%	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)
RISCH, Katelyn	Federal Agent
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Mooresville, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (SEP 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
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. MOTIVATIONS AND MENTAL DISORDERS

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%)	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
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ 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 mic
Small evidence-collection kit
* 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)	70%	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)
WENTZEL, Riley	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Effort, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (AUG 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Huge
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	18	90	Genius
Power (POW)	12	60	
Charisma (CHA)	9	45	

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
	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%)	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%)	
		☐ HUMINT (10%)	60	☐ 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%)	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%)	20	☐	
☐ Dodge (30%)	50	☐ 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 mic
Small evidence-collection kit
* 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)	50%	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)
MULLENIX, Kati	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Craig, NE

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Astute
Power (POW)	8	40	Meek
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%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ 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%)	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=1
☐ Craft (0%):	20			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%)	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 mic
Small evidence-collection kit
* 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) Shotgun (shot)	70%	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)
ALBANO, Tom	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jenison, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (OCT 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	16	80	Resistant
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	13	65	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
	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%)	70	☐ 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%)		☐ 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%)	50	☐ 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%)	50	☐	
☐ Disguise (10%)	30	☐ 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 mic
Small evidence-collection kit
* 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)	50%	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)
GARTEN, Catherine	Federal Agent
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Boulder, CO

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Canny
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%)	30
☐ 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%)	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%)	60
☐ 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%)	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 mic
Small evidence-collection kit
* 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 your Agent 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)
WHITEHEAD, Louis	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Quilcene, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (OCT 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Agile
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%)	60	☐ 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%)		☐ Search (20%)	50
☐ Art (0%):	20	☐ 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%):		☐ 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%)		☐	
☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
TORKELSON, Mariel	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Union City, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (JAN 15)	

STATISTICAL DATA

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

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

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%)	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%)	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%)	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 mic
Small evidence-collection kit
* 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 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 your Agent 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)
CASTLE, Devon	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wileyville, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (FEB 22)	

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)	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%)		☐ 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%)	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%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
COWDEN, Nichole	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Towanda, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (MAY 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	11	55	
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)	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%)	60	[ ] 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%)	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%):	20			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%):		[ ]	
[ ] 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 mic
Small evidence-collection kit
* 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)	50%	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)
HAYHURST, Isaac	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Prescott, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Astute
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%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ 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%)	60	☐ 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%)	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%)	50	☐	
☐ Disguise (10%)	10	☐ 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 mic
Small evidence-collection kit
* 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)	50%	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)
MOLDENHAUER, Magan	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Myers, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (NOV 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	16	80	Perfect health
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	13	65	Quick witted
Power (POW)	10	50	
Charisma (CHA)	13	65	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
	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%)	30
☐ Alertness (20%)	70	☐ 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%)	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	☐	50
☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
SALEM, Arnold	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Millerville, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (SEP 28)	

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

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%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ 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=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%)	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 mic
Small evidence-collection kit
* 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 your Agent 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)
FLEISCHMANN, Brandy	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Maple, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (FEB 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Agile
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%)	30	☐ 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%)	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%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ 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 mic
Small evidence-collection kit
* 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)	50%	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)
WYNKOOP, Cecil	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jamestown, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	14	70	Quick witted
Power (POW)	14	70	Strong-willed
Charisma (CHA)	12	60	

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
	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%):	
☐ 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%)	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%)	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%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ 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 mic
Small evidence-collection kit
* 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) Shotgun (shot)	70%	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)
PURNELL, Janna	Federal Agent
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Garden City, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (MAY 19)	

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)	10	50	
Power (POW)	17	85	Indomitable
Charisma (CHA)	8	40	Offhand

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
	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%)	50	[ ] 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%)	60	[ ] Stealth (10%)	30
[ ] Artillery (0%)	20	[ ] 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%)		[ ] 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%)	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 mic
Small evidence-collection kit
* 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)	50%	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)
SIMAS, Rigoberto	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mishawaka, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (DEC 8)	

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	Forbearing
Charisma (CHA)	8	40	Unfriendly

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%)	10	☐ 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%)	20
		☐ 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%)	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%)	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 mic
Small evidence-collection kit
* 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 your Agent 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)
KIMBER, Annette	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) California Hot S, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (JUN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	13	65	Perfect health
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

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%):	
☐ 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
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
HENDREN, David	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Livingston, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (MAY 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	15	75	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
	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%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ 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%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ 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 mic
Small evidence-collection kit
* 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 your Agent 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)
KOBAYASHI, Krysten	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Twin Lakes, CO

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

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	Strong-willed
Charisma (CHA)	14	70	Likable

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

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%)	50	[ ] 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%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] 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 mic
Small evidence-collection kit
* 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)	70%	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)
BRADWELL, Jeffery	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ferdinand, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (OCT 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	9	45	
Intelligence (INT)	14	70	Crafty
Power (POW)	6	30	Low spirited
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	6	
Sanity Points (SAN)	30	
Breaking Point (BP)	24	

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%)	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%)		☐ 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%)	70	☐ 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%)	30	☐ Pharmacy (0%)		☐	
☐ 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 mic
Small evidence-collection kit
* 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)	70%	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)
WELDON, Ariel	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Crum, WV

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

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)	15	75	Strong-willed
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%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ 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%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ 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=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%):	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 mic
Small evidence-collection kit
* 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) 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 your Agent 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)
STILSON, Issac	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Willow Hill, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (JUN 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	10	50	
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%)	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%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ 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%)	70	☐ 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	☐	

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 mic
Small evidence-collection kit
* 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 your Agent 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)
JOHANNES, Mindy	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bowling Green, MO

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

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)	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%)	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%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ 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%)		☐ 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%)		☐	
☐ 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 mic
Small evidence-collection kit
* 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 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 your Agent 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)
MCFARLAND, Aron	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ocean Isle Beach, NC

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)	10	50	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	14	70	Astute
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%)	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%)	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%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	70	☐ 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%)	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 mic
Small evidence-collection kit
* 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 your Agent 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)
EADY, Cherelle	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cinda, KY

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	17	85	Genius
Power (POW)	10	50	
Charisma (CHA)	14	70	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
	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%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ 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%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ 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%)	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)
SALLS, Kenton	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Walnut Creek, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (DEC 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	10	50	
Power (POW)	17	85	Indomitable
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

12. MOTIVATIONS 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%):	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%)		☐ 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
☐ ~~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%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ 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%		1D4-2				
(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)
KENNETT, Stevie	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greenback, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (MAY 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Brawny
Constitution (CON)	17	85	Tough
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	14	70	Sharp
Power (POW)	9	45	
Charisma (CHA)	11	55	

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
	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%)	60	[ ] 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%)	60	[ ] 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=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%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] 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)
CRISWELL, Gordon	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kamiah, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (MAR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
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%)	70	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ 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%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ 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
☐ Electrician (10%)	40			Unnatural (0%)	
☐ Mechanic (10%)	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%):		☐	
☐ Drive (20%)	70			☐	
☐ 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)
HEWLETT, Daniel	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Escondido, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (OCT 21)	

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)	10	50	
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%)	10	[ ] 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%)	
[ ] 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
[ ] Electrician ~~Craft (0%):~~	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%)	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)
BLANK, Torrey	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moretown, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (MAR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	8	40	Graceless
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	13	65	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
	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%)	30
☐ 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%)		☐ 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
☐ ~~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%)	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	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)
JUNEAU, Talia	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wylliesburg, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (MAY 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	17	85	Brilliant
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

12. MOTIVATIONS 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%)	60	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] 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%)	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 (10%)	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%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] 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%		1D4-2				
(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)
SHAFER, Ulysses	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carson, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (JUN 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Quick witted
Power (POW)	15	75	Brave
Charisma (CHA)	17	85	Irresistible

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
	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%)	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%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ 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%):	20	☐	
☐ 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)
FUHR, Lucia	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Salt Lick, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (MAY 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	15	75	Quick witted
Power (POW)	16	80	Calm
Charisma (CHA)	13	65	Outgoing

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
	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%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] 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=1
[ ] Electrician ~~Craft (0%):~~	60			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%)	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)
STAMPS, Rico	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Orangeville, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	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%)	10	☐ First Aid (10%)	70	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	60	☐ 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%)	30
☐ 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
☐ Electrician (10%):	40			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%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ 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)
OQUINN, Edna	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Creedmoor, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (AUG 17)	

STATISTICAL DATA

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

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%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	20	☐ 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%)	
		☐ 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%)	30	☐	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=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)
BOURNE, Coty	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Middletown, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (FEB 20)	

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)	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

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%)	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%)	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	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ 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)
PINA, Maria	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Houston, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (AUG 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	8	40	Nervous
Charisma (CHA)	14	70	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
	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%)	60	☐ 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%)	30
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ 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	☐	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)
WULF, Jimmie	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mc Donald, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (SEP 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	10	50	
Power (POW)	8	40	Meek
Charisma (CHA)	14	70	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
	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%)	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%)	20
☐ Art (0%):	20	☐ History (10%)	40	☐ 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%)	80	☐ 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	☐	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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KEENAN, Donna	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cobden, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (JAN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	8	40	Oblivious
Power (POW)	17	85	Indomitable
Charisma (CHA)	14	70	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
	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%)	30	☐ 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%):	20	☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ 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%)	40
☐ 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%)	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)
STIER, Stuart	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Algona, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (NOV 16)	

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)	13	65	Strong-willed
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%)	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%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ 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%)	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	☐	70
☐ 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%)	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)
RIDOUT, Simone	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Vernon, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JUN 19)	

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)	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%)	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%)	60	[ ] 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
[ ] 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	[ ]	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)
LOUIE, Ariel	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moran, WY

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	7	35	Unwell
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	16	80	Crafty
Power (POW)	14	70	Unflinching
Charisma (CHA)	9	45	

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
	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%):	
☐ Anthropology (0%)	40	☐ 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%)	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%)	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=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)
REDDISH, Lynn	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Strasburg, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (MAR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	17	85	Genius
Power (POW)	16	80	Stoic
Charisma (CHA)	13	65	Affable

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
	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%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ 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%):				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%)	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)
BEAR, Jory	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Leesburg, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (APR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	8	40	Frail
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	13	65	Forbearing
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%)	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%)	70	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ 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	☐	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%)	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	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)
KERRY, Eden	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Middle Village, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (JUL 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	16	80	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
	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%)	40	☐ First Aid (10%)	30	☐ 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%):		☐ History (10%)	60	☐ 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
☐ 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%)	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)
DEPP, Chris	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reedy, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (OCT 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	15	75	Slick
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%)	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%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ 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%):	20	☐ 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	☐	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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RYMER, Lia	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lorida, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (JUN 14)	

STATISTICAL DATA

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

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

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%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ 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%)	30	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	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)
RUSS, Alberto	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lapel, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (FEB 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Sharp
Power (POW)	13	65	Strong-willed
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%)	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%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ 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%)	10	☐ 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	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
LUM, Brittaney	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Vallejo, CA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	7	35	Shallow
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%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ 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%)	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 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)
RODMAN, Darnell	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elm Mott, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (NOV 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	Strong-willed
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%)	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%)	50	☐ 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%)	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%)	10	☐ 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%)	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)
VANAUKEN, Annette	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wick, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (JUN 28)	

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	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

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%)	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%)	
		☐ HUMINT (10%)	50	☐ 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%)		☐ 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%)	30	☐ Pharmacy (0%)	20	☐	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)
GUPTON, Brooks	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lincoln, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (NOV 17)	

STATISTICAL DATA

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

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%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ 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%):	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%)	50	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ 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	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)
FITCH, Stephanie	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Des Moines, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (NOV 23)	

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
	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%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ 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%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	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	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)
GURULE, Chadwick	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Blue Ridge, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (MAY 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Nimble
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%)	30	☐ Ride (10%)	10
☐ 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%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ 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%)	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	☐	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	☐	

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)
SIMKINS, Yolanda	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kendall, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	46 (JUN 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	4	20	Imbecilic
Power (POW)	12	60	
Charisma (CHA)	15	75	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
	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%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ 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%)	60 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	50	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%)	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)
RIMER, Jackson	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mayfield, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (JUN 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Astute
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%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ 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%)	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%)	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)
LANGFORD, Maureen	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Baton Rouge, LA

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

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)	13	65	Quick witted
Power (POW)	10	50	
Charisma (CHA)	8	40	Offhand

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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ 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%)		☐ 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%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			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%)	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)
JESSIE, Daniel	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pantego, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (OCT 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	13	65	Quick witted
Power (POW)	8	40	Gloomy
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%)	10	☐ 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%)	20	☐ 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%)	20	☐ 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%):	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%)	30	☐ Pharmacy (0%)		☐	
☐ 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	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)
PEACOCK, Cory	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Danbury, NH

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)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Astute
Power (POW)	12	60	
Charisma (CHA)	14	70	Prepossessing

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%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	50	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] 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%)	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%)	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)
BARRETT, Paul	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pacific House, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (APR 4)	

STATISTICAL DATA

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

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%)	30
☐ 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%)	50
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ 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%)	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%		1D4-2				
(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)
RICHINS, Edith	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Supai, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (NOV 4)	

STATISTICAL DATA

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

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
	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%)	70
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ 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%)	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%)	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%)	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)
GIGLIO, Tracy	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Las Vegas, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (FEB 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	9	45	
Intelligence (INT)	12	60	
Power (POW)	8	40	Tense
Charisma (CHA)	16	80	Outgoing

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
	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%)	70
☐ 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%)	10	☐ Stealth (10%)	30
☐ 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%):		☐ Unarmed Combat (40%)	40 DB=2
☐ 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%)	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)
TEMPLIN, Robyn	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) O Kean, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (APR 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	10	50	
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
	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%):	
☐ Anthropology (0%)	60	☐ 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%)	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%)	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%)	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)
MURROW, Jeremiah	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Buras, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (MAY 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
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%)	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%)	20
☐ Art (0%):		☐ History (10%)	60	☐ 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%)	20	☐ 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%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ 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)
OSBORN, Eliza	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Helena, MT

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	14	70	Astute
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%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	70	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	80	☐ 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%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	60	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ 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)
REEDER, Channing	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 ☐ _____	26 (MAR 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	15	75	Fit
Dexterity (DEX)	9	45	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	12	60	

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
	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%)		☐ Heavy Machinery (10%)	30		
☐ 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%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ 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%)	50	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%)	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	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)
BONNET, Crystal	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pittsburg, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (MAR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	9	45	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Perceptive
Power (POW)	14	70	Forbearing
Charisma (CHA)	18	90	Hypnotic

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
	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%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)	20	☐ 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%)	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%)	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)
CAVES, Christopher	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Badger, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (APR 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	14	70	Cunning
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
	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%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ 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%):	20	☐ 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%)	20	☐	
☐ 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)
GODSEY, Roberta	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glen Rose, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (FEB 10)	

STATISTICAL DATA

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

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
	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%):	20
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	50	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] 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%)	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)
BOSLEY, Henry	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cranston, RI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (SEP 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	6	30	Uncoordinated
Intelligence (INT)	15	75	Cunning
Power (POW)	13	65	Forbearing
Charisma (CHA)	5	25	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
	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%)	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%)	20	☐ 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%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GADSDEN, Nakia	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pool, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (SEP 18)	

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	Brave
Charisma (CHA)	15	75	Affable

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%)	10
[ ] 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%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] 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%)	50	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%)	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)
BRAUD, Reginald	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brunswick, NE

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	13	65	Crafty
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
	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%)	50
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	70	☐ 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%)	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%)	60	☐	30
☐ Disguise (10%)	30	☐ 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)
PEASE, Yasmin	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Overly, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (SEP 15)	

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
	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%)	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%)	80	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] 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%)	30	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%)	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)
OGAN, Hank	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carrollwood, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (FEB 11)	

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	Astute
Power (POW)	8	40	Low spirited
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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)	20	☐ 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%)		☐ 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%)	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%)	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)
NUNN, Mariana	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Randolph, NJ

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Slick
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	☐ 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%)	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
☐ Craft (0%):	20			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%)	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)
WEEMS, Derick	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Driggs, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (OCT 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	14	70	Fit
Dexterity (DEX)	7	35	Graceless
Intelligence (INT)	11	55	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	14	70	Prepossessing

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%)	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%)		☐ Search (20%)	40
☐ 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%)	20	☐ Survival (10%)	30
☐ 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%)	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)
FISHMAN, Tina	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Macedonia, IL

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Ingenious
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%)	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%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ 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%)	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	☐	70
☐ 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%)	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)
ALLEYNE, Collin	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sabillasville, MD

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)	15	75	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
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%)	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%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ 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%)	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%)		☐ Persuade (20%)	40	☐	50
☐ Disguise (10%)	30	☐ 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)
SPARKMAN, Ariana	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tebbetts, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	45 (NOV 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
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%)	30
☐ 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%)	70	☐ 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%)	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%)	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)
NAKASHIMA, Elvis	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Belden, CA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Perceptive
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%)	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%):	20	☐ History (10%)	60	☐ SIGINT (0%)	60
		☐ 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%):				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)
STYLES, Cynthia	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Charles, VA

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	Weak
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	6	30	Ungainly
Intelligence (INT)	18	90	Brilliant
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%)	20	☐ 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%)	70	☐ 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=-1
☐ 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%)	30	☐ 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%		1D4-2				
(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)
WYMAN, Rodrick	Intelligence Analyst
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 ☐ _____	32 (DEC 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	9	45	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	13	65	Sharp
Power (POW)	11	55	
Charisma (CHA)	13	65	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
	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%)	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%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ 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%):				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)
LAPE, Luz	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Acme, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	45 (JUN 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Quick footed
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%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ 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%)	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%)		☐ 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)
CUPPS, Angelo	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Narvon, PA

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)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Quick footed
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	☐ 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%)	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
☐ 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%)	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)
LAVENDER, Eden	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Prince Frederick, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (JUL 24)	

STATISTICAL DATA

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

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%):	
☐ 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%)	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%)	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%)	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)
WILIAMS, Nigel	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Middletown, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (SEP 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	10	50	
Power (POW)	14	70	Forbearing
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
	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%):	20	☐ History (10%)	40	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	70	☐ 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%)	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	☐	50
☐ Demolitions (0%)		☐ 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%		1D4-2				
(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)
MAGGARD, Alina	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lake, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	46 (JAN 24)	

STATISTICAL DATA

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

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
	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%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ 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%)	60 DB=-1
☐ 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%):	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	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)
SCHECHTER, Kenton	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Parlin, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (MAY 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	4	20	Obese
Intelligence (INT)	7	35	Obtuse
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
	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%)	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%)	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%)	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%)	20	☐ 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)
STAMM, Kelley	Intelligence Analyst
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 (MAY 8)	

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	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

12. MOTIVATIONS 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%)	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%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ 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%):	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)
OGATA, Ali	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Littlefork, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (JUN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	10	50	
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%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	30		
☐ 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%)	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%)	20	☐ 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%		1D4-2				
(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)
SEIGLER, Rosemarie	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Penrose, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (SEP 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	14	70	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. MOTIVATIONS AND MENTAL DISORDERS

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%)		☐ Heavy Weapons (0%)		☐ 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%)	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%):				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)
GARRICK, Gabriel	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jones Mills, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (MAR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
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%)	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%)	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%)		☐ 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%)	20	☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	40
☐ 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)
LORENTZEN, Rena	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Addison, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	44 (MAY 11)	

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	Strong-willed
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	20	☐ 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%):	20	☐ 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%)	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)
CARDELLA, Vincent	Intelligence Analyst
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 ☐ _____	45 (MAR 26)	

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	Stoic
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%)	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%)	40
☐ 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%)	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%)	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)
CHRISTIAN, Janel	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Orchard Lake, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (AUG 20)	

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)	13	65	Astute
Power (POW)	13	65	Strong-willed
Charisma (CHA)	12	60	

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
	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%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] 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%)	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%):	20	[ ] 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%):		[ ]	
[ ] 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)
GRAY, Cristian	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 ☐ _____	53 (DEC 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Canny
Power (POW)	13	65	Brave
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%)	30	☐ 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%)	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%)	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%)	50	☐ Occult (10%)	10	☐	70
☐ 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=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)
MARKHAM, Katy	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Whiteville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	44 (JUL 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Agile
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

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%)		☐ 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%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	50
☐ Craft (0%):				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%)	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

Body armor reduces the damage 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)
MCCUTCHEN, Scottie	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boyce, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (FEB 21)	

STATISTICAL DATA

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

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%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ 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%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	70
☐ 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	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)
SAUM, Elizabeth	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Diggs, VA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	17	85	Beguiling

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
	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%):	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%)		☐ 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%)	70
☐ 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%)	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)
DAILEY, Donny	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Henderson, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (DEC 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	14	70	Quick witted
Power (POW)	17	85	Imperturbable
Charisma (CHA)	17	85	Irresistible

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
	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%):	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%)	80	☐ Stealth (10%)	50
☐ 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%)	70
☐ 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	☐	

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)
SAMUELSON, June	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pocatello, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	55 (NOV 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	18	90	Tough
Dexterity (DEX)	9	45	
Intelligence (INT)	15	75	Astute
Power (POW)	12	60	
Charisma (CHA)	16	80	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	17	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

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%)		☐ 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%)	80	☐ Stealth (10%)	70
☐ 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%):		☐ 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%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ 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	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)
CHACE, Blake	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dubois, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (DEC 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
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%)	50	☐ Forensics (0%)	20	☐ 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%)	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 DB=0
☐ 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%)	70	☐ 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)
KAGAN, Kelli	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oswegatchie, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (NOV 28)	

STATISTICAL DATA

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

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%)	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%)	20	[ ] 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%)	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%)	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	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)
STALTER, Desmond	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fostoria, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (MAY 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	80	☐ Stealth (10%)	50
☐ 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%)	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%)	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)
DAYTON, Kandace	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shreveport, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	46 (JUN 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)	17	85	Brilliant
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. 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%):	20
☐ 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%)		☐ 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	☐	70
☐ 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=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)
ROTZ, Ken	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lehi, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (NOV 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	14	70	Canny
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%)	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%)	40
		☐ HUMINT (10%)	80	☐ 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%)	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%)	70	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	70	☐ 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WHANG, Christa	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Midland, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (APR 2)	

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	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%)	30	[ ] 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%)	50
[ ] Artillery (0%)	20	[ ] 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%):		[ ] 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%):	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

Body armor reduces the damage 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)
HENTON, Shaun	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Arlington, CO

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)	16	80	Powerful
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	12	60	
Intelligence (INT)	17	85	Brilliant
Power (POW)	13	65	Brave
Charisma (CHA)	14	70	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
	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%)	20	☐ Search (20%)	40
☐ 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%)	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%)	20	☐	40
☐ Disguise (10%)	50	☐ 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)
MANCE, Hailey	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dumont, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (OCT 3)	

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)	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%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] 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%)	70
[ ] 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%)		[ ] 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%)	20	[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] 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	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)
BLAUSER, Bryon	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hesperia, MI

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Resilient
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%)	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%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ 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%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ 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)
LALLY, Salina	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Calhoun City, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (JUN 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	10	50	
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	70
☐ 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%)	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%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	70	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ 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)
KEHL, Agustin	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lincoln, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (JUN 4)	

STATISTICAL DATA

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

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%)	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%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ 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%)	50 DB=0
☐ 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%):	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)
EVELAND, Johanna	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Halifax, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (AUG 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	14	70	Brave
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	60
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	70
[ ] 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%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				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%)	30	[ ] Pilot (0%):		[ ]	
[ ] 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)
PLASENCIA, Hassan	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Falkner, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (FEB 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	4	20	Feeble
Constitution (CON)	16	80	Perfect health
Dexterity (DEX)	9	45	
Intelligence (INT)	14	70	Canny
Power (POW)	15	75	Unflinching
Charisma (CHA)	14	70	Affable

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)		☐ 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%)	20	☐ Military Science (0%):	20	☐ 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%)	60			☐	
☐ Firearms (20%)	40	☐ 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%		1D4-3				
(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)
LOYOLA, Shaquita	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ponte Vedra Beac, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (SEP 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	13	65	Robust
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	6	30	Shallow
Power (POW)	16	80	Stoic
Charisma (CHA)	12	60	

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
	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%)	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%)	40
[ ] 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%)	70	[ ] 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%)	60	[ ] Occult (10%)	10	[ ]	
[ ] 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%)	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)
JEREMIAH, Roman	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oneida, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (AUG 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
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
	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%)	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%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			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%)	70	☐	
☐ 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)
LANDAU, Shaquita	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rhame, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (JAN 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Puny
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	7	35	Shallow
Power (POW)	5	25	Meek
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	5	
Sanity Points (SAN)	25	
Breaking Point (BP)	20	

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%)	30		
☐ Archeology (0%)	20	☐ 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%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ 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%)	80	☐ Occult (10%)	10	☐	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%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
MCBEAN, Randell	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oak Vale, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Sharp
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%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ 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%)	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%)	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%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ 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)
PAGE, Claudia	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) College Springs, IA

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)	14	70	Sturdy
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	8	40	Oblivious
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%)	10	☐ 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%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ 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%)	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%)	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=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)
PRESCOTT, Marlon	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Barnsdall, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (JUL 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	9	45	
Intelligence (INT)	9	45	
Power (POW)	17	85	Indomitable
Charisma (CHA)	16	80	Outgoing

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
	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%)	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%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ 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%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ 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	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
DALUZ, Gillian	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grass Range, MT

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

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	Cunning
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%)	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%)	
☐ 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%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ 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)
LANGENFELD, Alfonso	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morehouse, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (JUL 13)	

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	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%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ 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%)	20
		☐ HUMINT (10%)	60	☐ 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%)	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%)		☐ Persuade (20%)	60	☐	
☐ 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)
BETTS, Sheryl	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Barree, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (JUL 8)	

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)	15	75	Calm
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%)	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%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] 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%)	50	[ ] 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	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	70	[ ]	
[ ] Dodge (30%)	50	[ ] 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)
HOWZE, Gerard	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Petersburg, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (APR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	10	50	
Dexterity (DEX)	6	30	Graceless
Intelligence (INT)	14	70	Sharp
Power (POW)	12	60	
Charisma (CHA)	7	35	Offhand

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
	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%)	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%)		☐ Surgery (0%)	20
☐ 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%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	80	☐ Occult (10%)	30	☐	70
☐ 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	☐	

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)
KELLAR, Genevieve	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) College Station, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (JAN 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	4	20	Imbecilic
Power (POW)	12	60	
Charisma (CHA)	8	40	Inhibited

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
	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%)	20	☐ 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%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)	60	☐ 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%)		☐ 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) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	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)
SANDY, Moses	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Watkins, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (APR 9)	

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)	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%)	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%):	20	☐ 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%)	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%)	30	☐ 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%)	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)
PAPENFUSS, Kaila	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scherr, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (DEC 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	13	65	Calm
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
	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%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ 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%)	20
☐ Computer Science (0%)	60	☐ 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	☐	
☐ 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%		1D4-1				
(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)
RODRIQUEZ, Jack	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Heltonville, IN

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Sharp
Power (POW)	14	70	Brave
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%)	30	☐ 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%)		☐ Search (20%)	40
☐ 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%)	60
☐ 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	☐	
☐ 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	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)
LEMASTER, Chantal	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chanhassen, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (APR 10)	

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	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%)	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%)	30	[ ] 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%)	50	[ ] 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%)	10	[ ]	20
[ ] 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				
(b) Heavy Rifle	60%	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)
YEPEZ, Denver	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wiley, CO

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	12	60	
Dexterity (DEX)	5	25	Clumsy
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
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
	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%)	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%)	20
		☐ 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%)	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%)	30	☐	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	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the 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+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)
SHEVLIN, Hollie	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eagar, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (NOV 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	14	70	Perceptive
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%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ 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%)	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%)	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%)	50	☐	
☐ 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
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	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)
PARTON, Demario	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Navarre, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (FEB 9)	

STATISTICAL DATA

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

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
	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%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ 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%)	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%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ 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) 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)
KESSEL, Leann	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cannon Ball, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	48 (JAN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	10	50	
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
	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%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ 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%)	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%)	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	70%		1D4				
(b) Heavy Rifle	60%	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)
FALCON, Kenneth	Marine
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 ☐ _____	25 (JUL 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	13	65	Deft
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
	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%)	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%)		☐ 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=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	60	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%):	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)
LAMP, Johnna	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reading, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (NOV 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	11	55	
Power (POW)	15	75	Strong-willed
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%)	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%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	40	☐ 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%)	60	☐ 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%)	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%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	150m			15%	10m	1
(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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHARPE, Brenton	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Adams Basin, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (DEC 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	13	65	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
	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%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ 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%)	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%)	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%)	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	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)
LOUNSBURY, Alana	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eden Prairie, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (SEP 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	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
	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%)	40	[ ] 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%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] 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	[ ]	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	[ ]	

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	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, Colin	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Livonia, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (FEB 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	13	65	Quick witted
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%)	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%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ 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%)	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%)	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) 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)
STEFFENS, Lindsay	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Marietta, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (JUN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
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

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%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ 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%)	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%)	30	☐	60
☐ 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)
STRINGFELLOW, Enrique	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roanoke, IN

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Ingenious
Power (POW)	13	65	Brave
Charisma (CHA)	14	70	Prepossessing

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
	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%)	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%)	30	☐ SIGINT (0%)	40
		☐ 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%)	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	☐	40
☐ 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	70%		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)
MORENO, Irene	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Salem, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (NOV 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Ingenious
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
	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%)	60	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] 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%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)	40	[ ] 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%)	30	[ ] Occult (10%)	10	[ ]	
[ ] 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	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)
TABAREZ, Antwan	Marine
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 ☐ _____	39 (SEP 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Agile
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
	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%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	60
		☐ 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	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%)		☐ 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) 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)
SHREFFLER, Pauline	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kirkwood, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (SEP 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	4	20	Delicate
Constitution (CON)	14	70	Fit
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	10	50	
Power (POW)	15	75	Brave
Charisma (CHA)	13	65	Charming

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
	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%)	70	[ ] 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%)	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%)	60
[ ] 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%)	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%		1D4-3				
(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)
HOLOMAN, Clint	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Terra Bella, CA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Forbearing
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
	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%)	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%)		☐ 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%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ 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%		1D4-2				
(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)
ARMAS, Randi	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Crescent, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	25 (MAR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	14	70	Fit
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	15	75	Ingenious
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%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	60 DB=1
☐ 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%)	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)
FIELDEN, Hans	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Acworth, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (APR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	9	45	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	12	60	

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
	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%)	20	☐ 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%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ 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%)	70	☐	40
☐ 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)
GAYTON, Belinda	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gastonia, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (SEP 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	12	60	
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%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	40	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):	60	[ ] 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%)	10
[ ] Bureaucracy (10%)	10	[ ] 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%)	50	[ ] Occult (10%)	50	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] 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)
WORTH, Devan	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Palm Beach Garde, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (FEB 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
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
	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%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ 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%)	40	☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ 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)
FARNUM, Griselda	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chattanooga, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	13	65	Quick witted
Power (POW)	13	65	Strong-willed
Charisma (CHA)	14	70	Approachable

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
	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%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ 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
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	50	☐	40
☐ 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	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)
ZEITZ, Dedrick	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Daisy, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (APR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	11	55	
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	8	40	Obtuse
Power (POW)	16	80	Strong-willed
Charisma (CHA)	14	70	Friendly

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
	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%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	60	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ 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%)		☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ 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%		1D4-2				
(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)
FOSHEE, Breanne	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Florence, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (DEC 12)	

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	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
	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%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	40	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):	60 40	[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] 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%)		[ ] Military Science (0%):	40	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] 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%)	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)
OURS, Cristopher	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Georgetown, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (MAY 13)	

STATISTICAL DATA

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

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
	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%):	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	60	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ 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%)	40	☐ 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%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	70	☐	
☐ 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)
CALEY, David	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Aspen, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (APR 17)	

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)	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%)	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%):	60 40	[ ] History (10%)	60	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] 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%)	40
[ ] 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	[ ]	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	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)
PURDOM, Mikel	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pueblo, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (JAN 22)	

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
	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
☐ 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%)	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 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	70	☐	
☐ 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	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)
SCHWAGER, Sadie	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Manchester, CA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Slick
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%)	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%)	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
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] 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)
SAVALA, Wilbert	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dana, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JAN 20)	

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	Quick witted
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%)	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%):		☐ History (10%)	10	☐ 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%)	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%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ 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)
GOWEN, Micah	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Walnut Grove, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (JUL 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	16	80	Fit
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	5	25	Oblivious
Power (POW)	14	70	Forbearing
Charisma (CHA)	17	85	Hypnotic

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
	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%)	30
☐ 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%)	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=1
☐ 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%)	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)
MANGAN, Shawn	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rockford, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (JUL 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	14	70	Resistant
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

12. MOTIVATIONS 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%)	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%)	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	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BIGGER, Lynette	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Princeton, LA

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)	13	65	Sturdy
Constitution (CON)	9	45	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	12	60	
Power (POW)	14	70	Stoic
Charisma (CHA)	13	65	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
	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%)	80	☐ Ride (10%)	10
☐ 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%)	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%)	50	☐ 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%)	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%)	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)
SCHILLING, Leonardo	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grossinger, NY

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	8	40	Shallow
Power (POW)	16	80	Unflinching
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

12. MOTIVATIONS 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	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ 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=0
☐ Craft (0%):				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)
BILLY, Casey	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mora, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (SEP 4)	

STATISTICAL DATA

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

12. MOTIVATIONS 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%)	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%):	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%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	60	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] 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)
CANNADAY, Blair	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Geyser, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (AUG 4)	

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	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

12. MOTIVATIONS 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%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ 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
☐ Craft (0%):	20			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%)	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)
SCHOFIELD, Richelle	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fair Haven, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (MAY 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	10	50	
Power (POW)	8	40	Pessimistic
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

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%)	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%)	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=1
☐ 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%)	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)
HAZEL, Garett	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Garland, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (AUG 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	16	80	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	9	45	
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. MOTIVATIONS 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%)	20	☐ Search (20%)	60
☐ 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%)		☐ 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%)		☐ 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)
BADGER, Marquita	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lincoln, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (NOV 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	16	80	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	14	70	Stoic
Charisma (CHA)	15	75	Charming

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
	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%)	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%)	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%)	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%)	60	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] 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	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)
LEDONNE, Santiago	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Lee, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (MAY 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	13	65	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
	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	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ 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%)	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%):	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%)	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)
HAFFEY, Mercedes	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carrollwood, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (NOV 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	8	40	Frail
Dexterity (DEX)	9	45	
Intelligence (INT)	16	80	Ingenious
Power (POW)	15	75	Forbearing
Charisma (CHA)	9	45	

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
	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%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):	20	[ ] 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%):	20			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%):		[ ]	
[ ] 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)
GRUBE, Jeremiah	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huntley, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (SEP 26)	

STATISTICAL DATA

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

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%)	60	☐ Ride (10%)	30
☐ Alertness (20%)	40	☐ Forensics (0%)	60	☐ 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%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ 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%):		☐	
☐ 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)
BLACKER, Jean	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Triangle, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (SEP 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	8	40	Clumsy
Intelligence (INT)	14	70	Cunning
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%)	30
[ ] Alertness (20%)	60	[ ] 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%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] 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%):	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%)	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)
EDDY, Shane	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Knobel, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (APR 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
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%)	80	☐ 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%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ 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%)	60 DB=1
☐ 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%)	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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JAGGERS, Octavia	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Long Island, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (JAN 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	15	75	Robust
Dexterity (DEX)	6	30	Bulky
Intelligence (INT)	16	80	Cunning
Power (POW)	15	75	Brave
Charisma (CHA)	13	65	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
	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%)	80	[ ] 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%)	20
[ ] 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%)	60	[ ] 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%)	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%)	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)
DEGRAW, Earnest	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lorain, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (JAN 26)	

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	Brave
Charisma (CHA)	17	85	Captivating

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%)	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%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ 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%):	20	☐ 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%)	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%		1D4-2				
(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)
LAMPERT, Louise	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eaton Rapids, MI

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)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	10	50	
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. MOTIVATIONS 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%)	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%)	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%)	60 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%)	60	[ ]	
[ ] 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)
DEWALT, Bernardo	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nardin, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (OCT 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Tough
Constitution (CON)	17	85	Tough
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

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%)		☐ Science (0%): Biology	40
☐ 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%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ 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%)		☐ 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZABEL, Camille	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Narrows, VA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	17	85	Genius
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%)	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%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] 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%):	20	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	30	[ ]	
[ ] 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)
ISOM, Josh	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bunnlevel, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (SEP 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	10	50	
Power (POW)	14	70	Strong-willed
Charisma (CHA)	13	65	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
	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	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%)	30
☐ 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=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%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ 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)
LOCKE, Valerie	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Maida, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (APR 22)	

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	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%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Biology	80 50
[ ] 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%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] 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%):		[ ] 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%)	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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOBERLY, Gregg	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Willisville, AR

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

STATISTICAL DATA

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

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
	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%)	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%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	60	☐ 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%)	30	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ 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)
LINCK, Jacqueline	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Haverhill, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (JUN 21)	

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	Calm
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

12. MOTIVATIONS 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%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ 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%)	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%)	10	☐ Occult (10%)	30	☐	
☐ 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)
LEBEAU, Jamal	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Geraldine, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (JUN 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	14	70	Cunning
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

12. MOTIVATIONS 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%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	70
☐ Athletics (30%)	30	☐ Medicine (0%)	80	☐ 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	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HATTON, Valarie	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Quitman, MO

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

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)	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%)	30	[ ] 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%)	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%)	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	[ ]	
[ ] 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)
MARANTO, Greg	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) High View, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (FEB 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	12	60	
Power (POW)	15	75	Strong-willed
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%)	20	☐ Science (0%): Biology	60 50
☐ Anthropology (0%)	20	☐ 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%)	30
☐ 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%)	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%)	60	☐	
☐ 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FEDER, Traci	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Raymondville, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (DEC 28)	

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	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%)	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%)	20	[ ] Search (20%)	60
[ ] Art (0%):	20	[ ] 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%)	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%)	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)
GORNEY, Josiah	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hansville, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (JUN 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
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

12. MOTIVATIONS 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%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ 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%)	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	☐	
☐ 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)
MANCINI, Ida	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Topanga, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (MAY 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	15	75	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

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%)	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%)		[ ] 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
[ ] Electrician (10%):	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	70	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%):	60	[ ]	
[ ] 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)
MOHAMED, Brannon	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Long Island, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (SEP 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	12	60	
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ 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%)	10	☐	50
☐ 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)
TOLER, Casie	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carrollton, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (OCT 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	13	65	Cunning
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	40
[ ] Art (0%):		[ ] 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%)	20	[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40 DB=-1
[ ] Electrician (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%)	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)
OSORIO, Eugene	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Egremont, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (MAR 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	16	80	Quick footed
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	15	75	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
	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%)	20	☐ Science (0%): Meteorology	60
☐ 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%)	30	☐ Medicine (0%)		☐ 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%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	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)
GLENNON, Hailey	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fostoria, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (NOV 15)	

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	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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)		[ ] 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
[ ] Crafts (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%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	40		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)
MCCOWN, Tyrel	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moorestown, MI

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	☐ 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%)	60
☐ 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%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	40		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)
BURR, Anita	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sanger, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (AUG 15)	

STATISTICAL DATA

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

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

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%)		[ ] 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%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80	[ ]	
[ ] Drive (20%)	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)
ORVIS, Royce	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Leeds, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (MAR 23)	

STATISTICAL DATA

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

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
	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%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ 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%)	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=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%)	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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STJEAN, Kandice	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holiday, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (JAN 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Agile
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	[ ] 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%)	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%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician (10%): Mechanic	40 40			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARDER, Joseph	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hendersonville, NC

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)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	9	45	
Intelligence (INT)	14	70	Canny
Power (POW)	18	90	Indomitable
Charisma (CHA)	8	40	Awkward

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
	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%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ 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%)		☐ 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
☐ 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%)	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)
CALDER, Sherri	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) La Vernia, TX

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	14	70	Ingenious
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%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] 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%)	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%)	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%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] 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%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	40%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D4					
(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)
MCNATT, Taylor	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Leominster, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (APR 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	7	35	Unwell
Dexterity (DEX)	9	45	
Intelligence (INT)	17	85	Brilliant
Power (POW)	16	80	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
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%)	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%)	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=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%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ 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)	40%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D4					
(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)
TAMEZ, Casandra	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lonedell, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
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
	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%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] 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%):	20	[ ] 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%)		[ ]	
[ ] 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) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	40%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	70%		1D4					
(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)
BENARD, Amanda	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fingal, ND

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)	14	70	Tough
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	18	90	Genius
Power (POW)	11	55	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
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%)	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%)	20	☐ Law (0%)	50	☐ 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
☐ Craft (0%):				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%)		☐	
☐ 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) Shotgun (shot)	40%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	70%		1D4+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)
KECK, Ladonna	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shoals, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (MAY 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resilient
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%)	10	[ ] First Aid (10%)	50	[ ] 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%)	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 DB=0
[ ] Craft (0%):	20			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%)	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	50%		1D4					
(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)
STEGNER, Drake	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Catawba, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (APR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Canny
Power (POW)	15	75	Brave
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%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ 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%)	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%)	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%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ 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%		1D4+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)
LOUGH, Selena	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Far Rockaway, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (DEC 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	14	70	Nimble
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%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] 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%)	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 DB=0
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] 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) Shotgun (shot)	40%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	50%		1D4					
(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)
ROTTMAN, Lawrence	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Crystal, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (JAN 3)	

STATISTICAL DATA

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

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
	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%)	50	☐ Ride (10%)	60
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ 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%)	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=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%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has 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)	40%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D4+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)
KLEIBER, Malinda	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wildwood, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (AUG 28)	

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	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
	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%)	60
[ ] Alertness (20%)	60	[ ] Forensics (0%)	20	[ ] 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%)	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=-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%)	70			[ ]	
[ ] 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%		1D4-2					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	40%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		1D4-1					
(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)
STURTEVANT, Randall	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Falls Church, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (MAY 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	13	65	Astute
Power (POW)	8	40	Pessimistic
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%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	80	☐ Forensics (0%)	20	☐ 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%)	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=1
☐ Craft (0%):	20			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%):		☐	
☐ 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%		1D4+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)
SOBEL, Adrian	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Richmond, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (MAY 18)	

STATISTICAL DATA

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

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

12. MOTIVATIONS 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%)	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%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] 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%)	20	[ ] 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) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		1D4+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)
MILLET, Ira	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Springfield, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (JUL 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	17	85	Genius
Power (POW)	8	40	Nervous
Charisma (CHA)	13	65	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
	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%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ 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%)	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
☐ 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%)	50	☐ 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

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%		1D4					
(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)
VANDYKE, Dorothy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Manchester, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Fit
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%)	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%)	20	☐ 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%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ 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%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ 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) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D4					
(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)
STACKHOUSE, Marques	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Denver, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (AUG 17)	

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	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%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ 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%)	50	☐ 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%)	50	☐ Swim (20%)	40
☐ 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%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ 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	80%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Pistol	60%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	60%	75m	2D8 §				5	*
(f) Baton	50%		1D4					
(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)
GILDERSLEEVE, Yvonne	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mathews, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	35 (DEC 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Quick footed
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%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	60		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ 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%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ 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%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ 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	80%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	60%	75m	2D8 ‡				5	*
(e) Baton	50%		1D4					
(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)
LARSON, Cullen	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Landry, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (NOV 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Nimble
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%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ 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 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%):		☐	
☐ 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%		1D4					
(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)
JARMAN, Monique	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grand Island, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	36 (FEB 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	10	50	
Power (POW)	16	80	Unflinching
Charisma (CHA)	17	85	Captivating

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
	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%)	30
[ ] Alertness (20%)	60	[ ] 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%)	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%)	70	[ ] 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%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] 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 Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	70%		1D4+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)
STANDISH, Thaddeus	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Vernon, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (MAY 8)	

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	Cunning
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%)	30	☐ Ride (10%)	80
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ 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%)	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%)	40
☐ 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%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ 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 Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		1D4					
(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)
REIMER, Jenny	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Earlton, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (SEP 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
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
	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%)	60	[ ] Forensics (0%)		[ ] 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%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] 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=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%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] 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					
(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%		1D4+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)
AUGUSTIN, Max	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bogue, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JUN 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	13	65	Fit
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	10	50	
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%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	80		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ 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%)	80
☐ 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%):		☐	
☐ Drive (20%)	50			☐	
☐ 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

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)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	60%	75m	2D8 §				5	*
(f) Baton	70%		1D4+2					
(g) Pocket Knife	70%		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)
MONKS, Amelia	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Omaha, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (NOV 10)	

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	Astute
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
	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%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):	30	[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] 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%)	50	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] 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%)	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)
ALLEN, Jarred	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hamlin, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (MAY 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)	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%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	30	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ 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	☐	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	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)
GINN, Luz	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kannapolis, NC

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	17	85	Indefatigable
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
	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%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ 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%)	70	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	30			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ 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)
NICOLAS, Edmond	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lucas, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (FEB 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	10	50	
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
	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%):	30
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ 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%)	10
☐ Bureaucracy (10%)	80	☐ 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%)	30	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ 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	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)
COLLINSON, Marta	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New Port Richey, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (SEP 20)	

STATISTICAL DATA

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

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%)	80	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	30
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	60	[ ] 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%)	70	[ ] 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	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] 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)
FEAGIN, Patrice	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Combs, KY

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	14	70	Lithe
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)		[ ] 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%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40
[ ] Electrician (0%):	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] 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)
BRIMER, Laurence	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dallas, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (NOV 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	13	65	Lithe
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. 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%)	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%)		☐ Law (0%)		☐ Surgery (0%)	
☐ 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%)	40 DB=0
☐ Electrician (0%):	40			Unnatural (0%)	
☐ Mechanic (0%):	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%):	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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GERRARD, Hilary	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Butler, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (DEC 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	16	80	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	17	85	Genius
Power (POW)	11	55	
Charisma (CHA)	9	45	

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
	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%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ 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%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ 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 Mechanic (0%):	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%)	30	☐ Pilot (0%):	80 50	☐	
☐ 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)
SMOTHERMAN, Maurice	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mc Cordsville, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (JUN 17)	

STATISTICAL DATA

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

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ 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%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ 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%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ 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	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)
HOWER, Mia	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Armstrong Mills, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	49 (AUG 10)	

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)	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%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ 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%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ 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	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	40		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)
GROSSE, Bryan	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sigourney, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (MAY 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	11	55	
Power (POW)	17	85	Indomitable
Charisma (CHA)	8	40	Awkward

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

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%)		☐ Surgery (0%)	20
☐ 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%):	50	☐ Unarmed Combat (40%)	40 DB=-1
☐ Crafts (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%):	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)
CHATMAN, Kristan	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huntingdon Valle, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	47 (NOV 3)	

STATISTICAL DATA

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

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

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%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ 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=1
☐ Crafts (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%):	80	☐	
			50		
☐ 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)
SEBRING, Kyle	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Big Arm, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (JAN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	9	45	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Ingenious
Power (POW)	12	60	
Charisma (CHA)	14	70	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
	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%)	60	☐ 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%)	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%):		☐ 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%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CASAS, Arianna	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cleveland, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (JUN 3)	

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)	11	55	
Charisma (CHA)	15	75	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
	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%): 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%)	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%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Electrician Mechanic (0%):	60 40			Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	80 50	[ ]	
[ ] 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)
PIERRE, Keith	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fork Union, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (MAY 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	7	35	Ungainly
Intelligence (INT)	9	45	
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	20	☐ 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
☐ 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%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	40		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)
MROZ, Misty	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Uptown, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (JUL 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	14	70	Deft
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

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%)	30
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] 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%)	30	[ ] 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%		1D4-2				
(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)
RENARD, Enrique	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rumford, RI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (JUN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	7	35	Unfit
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Crafty
Power (POW)	14	70	Strong-willed
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	30	☐ 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%)	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%)	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)
LUNSFORD, Leeann	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bluemont, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (OCT 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	16	80	Astute
Power (POW)	14	70	Strong-willed
Charisma (CHA)	8	40	Shy

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%)	40	[ ] Forensics (0%)	40	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)	20	[ ] 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%)	20	[ ] 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%)	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%)	20	[ ]	
[ ] 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)
LORENZEN, Lester	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Portland, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (DEC 19)	

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%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ 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%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ 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%)		☐ 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)
LAURENT, Brittny	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Laytonsville, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (NOV 4)	

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	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%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ 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%)	
		☐ 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%)	40	☐ 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	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ 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)
MAYTON, Nestor	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cato, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (SEP 14)	

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	☐ 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%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ 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%)	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	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)
HOLLON, Krystal	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wallace, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (MAY 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	8	40	Slow
Power (POW)	13	65	Calm
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

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%):	80 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%)	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 DB=2
[ ] Craft (0%):	60			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	20
[ ] 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)
ALLMAN, Neal	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brunswick, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (JUL 19)	

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)	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%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ 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%)	30	☐ 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%)	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	☐	
☐ 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	☐	

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)
WASHER, Genevieve	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cana, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (JUN 17)	

STATISTICAL DATA

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

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%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	60 50 50
☐ 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%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ 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
☐ Craft (0%):	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%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ 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	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)
GEIER, Mario	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Point, VA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	13	65	Cunning
Power (POW)	16	80	Stoic
Charisma (CHA)	10	50	

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
	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%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)	20	☐ 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%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ 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
☐ 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%)		☐	
☐ 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)
BOTT, Luz	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wildcat, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (APR 8)	

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	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%)	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%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ 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%)	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)
CABOT, Ross	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Barhamsville, VA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	14	70	Perceptive
Power (POW)	17	85	Indomitable
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%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ 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%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ 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=1
☐ Craft (0%):	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%)	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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCARLETT, Lorena	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Essex, MO

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)	11	55	
Constitution (CON)	9	45	
Dexterity (DEX)	6	30	Clumsy
Intelligence (INT)	14	70	Sharp
Power (POW)	12	60	
Charisma (CHA)	18	90	Captivating

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
	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%)	70	[ ] First Aid (10%)	10	[ ] 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%)		[ ] 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 DB=0
[ ] Craft (0%):				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%)	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)
GATHERS, Victor	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pleasant Valley, NY

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Sharp
Power (POW)	15	75	Calm
Charisma (CHA)	14	70	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
	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%):	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%)	
		☐ 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%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ 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)
GERSTNER, Silvia	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Odessa, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (SEP 15)	

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	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
	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%)	40	[ ] Science (0%):	80 50 50
[ ] 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%)	20	[ ] 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%)	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%)	60	[ ]	
[ ] 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)
SCHLEGEL, Daniel	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pittstown, NJ

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	16	80	Nimble
Intelligence (INT)	14	70	Astute
Power (POW)	9	45	
Charisma (CHA)	10	50	

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

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%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ 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%)	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
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	30	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	☐	

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)
REDINGER, Janna	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rochester Mills, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (FEB 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	15	75	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
	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%):	80 50 50
☐ 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%)	30	☐ 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
☐ Craft (0%):	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%)	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)
NAZARIO, Robby	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pullman, WV

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
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%)	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%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ 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	☐	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	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
LIVINGSTON, Corina	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Idabel, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (SEP 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	12	60	
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%)	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%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] 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%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAYTON, Gerardo	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tuscola, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (SEP 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	6	30	Unfit
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Canny
Power (POW)	12	60	
Charisma (CHA)	11	55	

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
	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%)	20	☐ 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%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ 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%)	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	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)
HENRIQUEZ, Sadie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Blanchard, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (AUG 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	14	70	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
	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%)	20	[ ] Science (0%):	
[ ] 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%)	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%)	70
[ ] 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%)	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	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)
MILLNER, Edmund	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sturdivant, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (AUG 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	16	80	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Sharp
Power (POW)	15	75	Forbearing
Charisma (CHA)	13	65	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
	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%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ 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%)	70	☐ 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%):	20			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	☐	

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)
PLASCENCIA, Leandra	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Portland, OR

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)	12	60	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	14	70	Quick footed
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
	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%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ 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%)	50	☐ Swim (20%)	60
☐ 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%)	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%		1D4-1				
(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)
MAHONEY, Colby	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jefferson, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (SEP 17)	

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)	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%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ 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%)	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%)		☐ 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) 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)
VENABLE, Francesca	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lanoka Harbor, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (JUN 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
Power (POW)	16	80	Brave
Charisma (CHA)	8	40	Standoffish

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
	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%)	20	[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	60	[ ] 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=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	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%):		[ ]	
[ ] 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)
LINSLEY, Anthony	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Blue Ridge, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (OCT 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Ingenious
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
	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%)	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%)	20	☐ 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%):				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%)	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) 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)
HARLOW, Cassidy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oconto Falls, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (OCT 28)	

STATISTICAL DATA

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

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
	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%)	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%)	
		[ ] 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%)	40
[ ] 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	[ ]	20
[ ] 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%		1D4-1				
(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)
GILSTRAP, Tyrone	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Smelterville, ID

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
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%)	20	☐ 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%)	20	☐ 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=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%)	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	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)
ATTWOOD, Brianne	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dunlap, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (JUL 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Cunning
Power (POW)	13	65	Stoic
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	8	
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%)	70	☐ 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%)	60	☐ Law (0%)		☐ 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	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%)	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) 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	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)
NEILL, Tobias	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fayetteville, NC

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)	8	40	Puny
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Brave
Charisma (CHA)	17	85	Beguiling

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
	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%)	60	☐ 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%)	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%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ 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%		1D4-2				
(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)
STOUDT, Kaitlin	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Farmingville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	44 (APR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Perfect health
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
	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%)	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%)	50	☐ 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%)	70 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	40
☐ 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	70%		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)
DEGROOT, Brenton	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Desert, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (MAR 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	9	45	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	8	40	Slow
Power (POW)	11	55	
Charisma (CHA)	14	70	Approachable

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
	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%)	30
☐ 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%)	
		☐ 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%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ 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	☐	
☐ 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+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)
RAINS, Chantal	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shawnee Mission, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (FEB 16)	

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	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%)	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%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	80
☐ Computer Science (0%)	60	☐ 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%)	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	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)
BRYER, Theron	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Epping, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (MAY 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	13	65	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
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%)	40	☐ 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%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ 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%)	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%)	60	☐ 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	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)
OSTBY, Ashlie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sawyerville, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (FEB 3)	

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	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
	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%)	50	☐ Forensics (0%)		☐ 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%)	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%)	30	☐ Swim (20%)	80
☐ 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	☐	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%		1D4-1				
(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)
BOERGER, Rogelio	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cleveland, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (JUL 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Astute
Power (POW)	15	75	Stoic
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%)	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%)	
		☐ 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%)	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%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ 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) Medium Pistol	60%	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)
MUTTER, Sharon	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tipton, KS

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	18	90	Quick
Intelligence (INT)	15	75	Sharp
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%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	60	[ ] 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%)	30	[ ] 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	[ ]	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%		1D4-1				
(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)
PHILPOT, Myles	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sharon, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JUN 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	13	65	Astute
Power (POW)	11	55	
Charisma (CHA)	14	70	Approachable

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
	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%)	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%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ 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%)	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	☐	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	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)
MAEDA, Mollie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cleveland, OH

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	8	40	Ignorant
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

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
	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%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] 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%)	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	[ ]	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%		1D4-1				
(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)
MENDIETA, Alan	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Thorn Hill, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (APR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
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
	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%)	40	☐ 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%)	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=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%)	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	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)
VIGNA, Trisha	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nottingham, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (JUL 4)	

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	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%)	70	☐ 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%)	
		☐ 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%)	40	☐ 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%)	40	☐ 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	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)
DONALSON, Daren	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bruce, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (OCT 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	15	75	Canny
Power (POW)	16	80	Stoic
Charisma (CHA)	13	65	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
	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%)	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%)	50	☐ 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%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ 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

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)
PESINA, Renae	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Farwell, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (APR 22)	

STATISTICAL DATA

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

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%)	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%):		☐ 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%)	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	☐	60
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ 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

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)
SWINDLER, Wesley	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rumney, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (MAY 24)	

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	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%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	30	☐ 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%)	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	☐	
☐ 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) 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)
VELOZ, Candis	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lexington, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (JUN 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	13	65	Perceptive
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
	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%)	30		
☐ Archeology (0%)		☐ 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%)	20	☐ 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
☐ 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%):	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) Medium Pistol	60%	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)
LIVENGOOD, Fabian	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Victoria, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (OCT 21)	

STATISTICAL DATA

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

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%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ 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%)	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	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%)		☐ 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%		1D4-2				
(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)
MILITELLO, Mackenzie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lakewood Center, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (FEB 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	14	70	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
	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%)	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%)	
[ ] 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=1
[ ] 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%)	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) 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)
DAGGETT, Stuart	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cromwell, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JAN 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
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%)	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%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	60	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	70%		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)
HAWLEY, Nicole	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Lauderdale, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (APR 19)	

STATISTICAL DATA

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

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
	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%)	20	[ ] 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%)	40	[ ] 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%): 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%)	30	[ ]	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	70%		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)
VANGORDER, Hector	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Arlington, TX

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	14	70	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
	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%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ 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%)	30	☐ Swim (20%)	20
☐ 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%)	30	☐ 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	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)
LEISTER, Christen	Soldier
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 [ ] _____	36 (JAN 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	9	45	
Intelligence (INT)	11	55	
Power (POW)	15	75	Stoic
Charisma (CHA)	13	65	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
	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%)	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%)	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%)	40	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	70
[ ] 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%)	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

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) Grenade...	20%	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
† 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)
LOVELACE, Floyd	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Boston, VA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	12	60	
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
	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%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ 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%)	40	☐ 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%)	70 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	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)
KO, Elise	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Iron Station, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (JUL 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	13	65	Perfect health
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
	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%)	20	[ ] 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%)		[ ] 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=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%):	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
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)
ANTONELLI, Noe	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plymouth, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (SEP 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	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
	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%)	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%)	20	☐ 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=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%)	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%		1D4-1				
(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	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)
KENNA, Maureen	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Granville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (MAR 15)	

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)	14	70	Forbearing
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
	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%)	50		
[ ] 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%)	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	[ ]	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%		1D4-1				
(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)
MATHEWSON, Derrick	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Simpson, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (FEB 17)	

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)	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
	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%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ 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%)	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%)	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)
SALZMAN, Darlene	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Titus, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (OCT 17)	

STATISTICAL DATA

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

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%)	30	☐ First Aid (10%)	60	☐ 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%)	30	☐ 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%)	50	☐ 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%)	60	☐ 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...	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)
RUCKMAN, Dalton	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 ☐ _____	31 (MAR 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Sturdy
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	18	90	Quick
Intelligence (INT)	10	50	
Power (POW)	9	45	
Charisma (CHA)	15	75	Outgoing

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
	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%)	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%)	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%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ 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				
(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)
HYER, Leticia	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bridgeport, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (NOV 25)	

STATISTICAL DATA

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

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%)	40	☐ 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%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ 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	☐	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) Heavy Rifle	40%	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)
WASINGER, Osvaldo	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Teaberry, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (DEC 22)	

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	Sharp
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%)	60	☐ 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%):	20	☐ 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%)	40
☐ 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	☐	40
☐ 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) Very Heavy...	40%	250m		5	20%		10
(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)
COYER, Richelle	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hazel Crest, IL

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Astute
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%)	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%)	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%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%):	80	☐ 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%)	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	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAKE, Rodolfo	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Adena, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (OCT 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	9	45	
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	11	55	
Power (POW)	15	75	Forbearing
Charisma (CHA)	17	85	Hypnotic

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
	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%)		☐ 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%)	
		☐ 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%):	80	☐ 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%)	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

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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CONRAD, Micah	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bailey, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (SEP 23)	

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)	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%)	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%)	20
☐ Art (0%):		☐ History (10%)	30	☐ 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%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	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%		1D4-1					
(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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MEJIAS, Gonzalo	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Round Rock, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (AUG 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Clumsy
Intelligence (INT)	17	85	Brilliant
Power (POW)	13	65	Stoic
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%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ 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%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	80	☐ 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%)	60	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ 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%		1D4-1					
(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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COTTRELL, Andrew	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Great Falls, VA

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

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)	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%)	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%):	60	[ ] 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%)	40	[ ] 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	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STAPLES, Aric	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ellamore, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (OCT 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	13	65	Quick witted
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ 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%):	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%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ 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	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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† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LINDAUER, Johanna	Special Operator
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Cairo, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (AUG 17)	

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	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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	80	☐ 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%)	30	☐ Pilot (0%):	20	☐	
☐ 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%		1D4-1					
(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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCADAMS, Stanley	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Peru, IA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	12	60	
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%)	10	☐ First Aid (10%)	30	☐ 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%)	30	☐ Stealth (10%)	70
☐ 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%):	80	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ 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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CARR, Christal	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stillman Valley, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	40 (NOV 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	15	75	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
	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%)	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%)	20
		☐ 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%)	70
☐ Computer Science (0%)		☐ Military Science (0%):	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%)	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ELWOOD, Tobias	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Longview, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (JUL 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
Power (POW)	15	75	Calm
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%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ 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%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60
☐ 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	☐	

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	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HOLGATE, Annie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Meridale, NY

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

STATISTICAL DATA

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

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%)	80	☐ Forensics (0%)	20	☐ Science (0%):	
☐ 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%)	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%):	60	☐ Unarmed Combat (40%)	60
☐ 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%)	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PIZANO, Ricky	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lincoln, MA

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

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	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. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%):	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	☐	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	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHANE, Arianna	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Syracuse, NY

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)	17	85	Huge
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	10	50	
Power (POW)	13	65	Brave
Charisma (CHA)	14	70	Approachable

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%)	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%)		☐ 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%):	60	☐ Unarmed Combat (40%)	80
☐ 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%)	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

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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THIES, Brad	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dacula, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (APR 4)	

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)	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%)	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%):	20	☐ 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%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	60	☐ 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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAMBRIGHT, Natalia	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carlisle, 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)	16	80	Sturdy
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	16	80	Perceptive
Power (POW)	12	60	
Charisma (CHA)	13	65	Friendly

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
	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%)	10		
[ ] 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%)	80	[ ] Medicine (0%)	20	[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	70
[ ] Computer Science (0%)		[ ] Military Science (0%):	80	[ ] Unarmed Combat (40%)	60
[ ] 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%)	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	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEFTWICH, Clifford	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gresham, WI

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

STATISTICAL DATA

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

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)		☐ 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%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=-1
☐ 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%)	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GETTY, Keshia	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Athol, SD

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	8	40	Bulky
Intelligence (INT)	16	80	Ingenious
Power (POW)	11	55	
Charisma (CHA)	15	75	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
	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%)	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%)	30	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60
☐ 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	☐	

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	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

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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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KARAS, Broderick	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Audubon, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (AUG 19)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ 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%):	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%)	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	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 acti
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SONTAG, Kelly	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clarendon, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (SEP 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
Power (POW)	8	40	Nervous
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

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	20	[ ] Heavy Machinery (10%)	30		
[ ] 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%)	70
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%):	60	[ ] Unarmed Combat (40%)	80
[ ] 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%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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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

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	70%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAY, Brain	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pasadena, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JUL 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	7	35	Graceless
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Unflinching
Charisma (CHA)	9	45	

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
	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%):	
☐ Anthropology (0%)		☐ 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%):	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%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
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(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

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