DGGEN DTG 2021-10-20T12:25:58.780762Z
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)
BRADWELL, Kelley	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hull, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (APR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	5	25	Weak
Constitution (CON)	7	35	Unwell
Dexterity (DEX)	7	35	Awkward
Intelligence (INT)	14	70	Ingenious
Power (POW)	15	75	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	6	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ 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%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(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)
SHORTER, Wallace	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jackson Belden, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (JUL 22)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ 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%)	30
☐ 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%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	60	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLAYTON, Hailey	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morrisville, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (OCT 1)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	60	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] 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%)		[ ] 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%)	40	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TROWER, Brent	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elburn, IL

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	50
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	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	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)
CARRIERE, Cassidy	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bolivar, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	39 (JUL 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	14	70	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
	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%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	50	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	40	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	80	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] 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%)	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)
KALB, Jereme	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Concord, NY

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
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%)	70
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	70	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (JUL 24)	

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)	13	65	Crafty
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	70	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	40	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	80	[ ] SIGINT (0%)	
		[ ] 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%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	60	[ ]	70
[ ] 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=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)
WEISMAN, Harrison	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lehigh Acres, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (JAN 17)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ 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%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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)
CAESAR, Lucinda	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pottsboro, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (DEC 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	15	75	Strong-willed
Charisma (CHA)	15	75	Likable

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):	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%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
LARIOS, Akeem	Anthropologist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Somis, CA

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	50	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ 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%)	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%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	60	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	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)
REDMON, Roxanne	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cherry Hill, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (OCT 1)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	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%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	70	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] 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)
SPAETH, Raphael	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sargeant, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (MAR 15)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ 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%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	80	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	70	☐	
☐ 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)
TARNOWSKI, Tiffani	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Home, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (FEB 9)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	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%):	
☐ 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%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
TURNEY, Gregorio	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Streeter, WV

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	16	80	Ingenious
Power (POW)	16	80	Unflinching
Charisma (CHA)	12	60	

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
	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%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ 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%)	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	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)
BELMONTE, Donna	Business Executive
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Enterprise, MS

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	8	40	Ignorant
Power (POW)	7	35	Pessimistic
Charisma (CHA)	15	75	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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)
MILAZZO, Marta	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Charleston, SC

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

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

STATISTICAL DATA

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

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%)	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%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Crafts (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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)
CLAUNCH, Alaina	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Hickory, PA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	9	45	
Power (POW)	13	65	Stoic
Charisma (CHA)	18	90	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	18
	18
	18

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	60 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	60	[ ] 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%):	20	[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician Mechanic Microelectronics	50 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	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)
PREJEAN, Carl	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oakland, NE

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

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)	13	65	Unflinching
Charisma (CHA)	11	55	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Mathematics	60 40
☐ Anthropology (0%)	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%)	
☐ 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=0
☐ Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOE, Shantel	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Big Arm, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (DEC 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	15	75	Nimble
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF 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%)	30		
[ ] 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%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JETT, Elvin	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Whitewater, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (MAY 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Lithe
Intelligence (INT)	11	55	
Power (POW)	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%)	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%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician 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%)	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)
COTTRELL, Niki	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Westlake Village, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (APR 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Muscular
Constitution (CON)	13	65	Fit
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	15	75	Cunning
Power (POW)	13	65	Strong-willed
Charisma (CHA)	16	80	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALMENDAREZ, Jonathon	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Newark, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (NOV 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	8	40	Graceless
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%)	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%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
UTECHT, Adrian	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dana, KY

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RUDY, Devin	Computer Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Marana, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (FEB 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	Canny
Power (POW)	14	70	Unflinching
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ 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%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Crafts (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
	40				
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	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)
MOULTON, Hayley	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Woodhaven, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (FEB 4)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 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%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
YINGST, Courtney	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wayne, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	54 (JUN 24)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	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%)	70	☐ 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%)	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%)	80	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SPRADLIN, Jack	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pine Valley, UT

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ 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%)	10
☐ Bureaucracy (10%)	10	☐ 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%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	40	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
LAYDEN, Audra	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Columbus, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	36 (FEB 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	16	80	Friendly

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
	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%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] 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%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	70 DB=2
[ ] Craft (0%):	60			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	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%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	40	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	40	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (NOV 27)	

STATISTICAL DATA

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

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%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	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%)	30	[ ] 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	[ ]	60
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	40	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
POLANSKY, Jayce	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mormon Lake, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JAN 23)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	60	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ 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)
KASH, Sherry	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Cloud, MN

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
RUBENSTEIN, Ashley	Criminal
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Suttons Bay, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (SEP 24)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ 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=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	50	☐ 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KISSEL, Shanta	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nakina, NC

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

STATISTICAL DATA

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

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%)	70	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%): Mathematics	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Electrician Mechanic Microelectronics	50 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] 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)
MIFFLIN, Sergio	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Magna, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (NOV 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	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%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
	40				
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ 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)
HOEY, Terra	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roseville, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (MAR 8)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CHAGNON, Abraham	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Los Lunas, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	18	90	Acrobatic
Intelligence (INT)	13	65	Crafty
Power (POW)	15	75	Forbearing
Charisma (CHA)	17	85	Beguiling

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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%): Mathematics	60
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%): Electrician	30			Unnatural (0%)	
Mechanic	30				
Microelectronics	40	☐ Navigate (10%)	10	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%)	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)
FOSSETT, Rene	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hackensack, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (AUG 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	11	55	
Dexterity (DEX)	9	45	
Intelligence (INT)	15	75	Astute
Power (POW)	15	75	Brave
Charisma (CHA)	14	70	Friendly

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%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	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%):	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%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARRE, Clifton	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eureka, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (APR 26)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Mathematics	60 40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ 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%)	20	☐ 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	30 30 40 40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BINETTE, Rocio	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bethany, WV

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	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%): Mathematics	40 40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	60
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	80	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%): Electrician Mechanic Microelectronics	30 30 40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ICKES, Simon	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pitkin, LA

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	9	45	
Intelligence (INT)	15	75	Sharp
Power (POW)	11	55	
Charisma (CHA)	16	80	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
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NYGAARD, Christina	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wellfleet, NE

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KELLOGG, Mathew	Engineer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Griffin, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (DEC 11)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MASTRO, Nakia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tullytown, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (MAY 12)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] 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%)		[ ] 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%)	30	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	70	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SWANN, Oliver	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Durham, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (MAR 10)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	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 Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCCUNE, Teri	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hettick, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	54 (JAN 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Agile
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%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ 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%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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 shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PEARMAN, Skylar	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stratford, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (AUG 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Deft
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	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%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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 shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WALLACE, Diane	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oasis, NV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (MAY 19)	

STATISTICAL DATA

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

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
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=-1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] 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%		1D4-2					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HANFORD, Dominick	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huntley, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (MAR 19)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ 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%)	50	☐ 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%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ 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	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has 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) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PUGA, Maryann	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fairport Harbor, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (APR 23)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	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%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	30
☐ 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%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has 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 shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STOREY, Deron	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Perote, AL

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS 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%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ 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%)	20	☐ 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	80%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LANGLINAIS, Kassandra	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Juliette, GA

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	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%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CLEMMONS, Warren	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Neosho, MO

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Cunning
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%)	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%)	20	☐ 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%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ 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%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TURLEY, Fabiola	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eagle Creek, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	32 (MAY 8)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	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) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCCABE, Moses	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shreve, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (NOV 12)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	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%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ 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%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FIGARO, Deidra	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Piermont, NY

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	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%)	80	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	30	[ ]	
[ ] 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) Shotgun (shot)	90%	75m	2D8 †				5	*
(d) Shotgun (slug)	70%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GREGOIRE, Craig	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Verona, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (JAN 11)	

STATISTICAL DATA

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

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%)	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%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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) Light Pistol	70%	10m	1D8				7	†
(d) Light Carbine	70%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KIMMONS, Porsha	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Riggins, ID

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

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	Canny
Power (POW)	17	85	Indomitable
Charisma (CHA)	10	50	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TARRY, Ariel	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) National Park, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (JAN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	10	50	
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	15	75	Unflinching
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%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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 shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARDEN, Kathryn	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nelsonville, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (AUG 17)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	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%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	80
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KAN, Scott	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Denton, NC

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	9	45	
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	11	55	
Power (POW)	9	45	
Charisma (CHA)	8	40	Standoffish

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	9	
Sanity Points (SAN)	45	
Breaking Point (BP)	36	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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	70%	15m	1D10				15	
(c) Light Carbine	70%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DOMINY, Claire	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greenwood, SC

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ 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)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARENDS, Clay	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Crandall, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (NOV 18)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	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	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

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)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KAMMERER, Christy	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rigby, ID

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (DEC 13)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	30	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	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%)	70	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] 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) Light Carbine	50%	100m	1D12 §	3	10%		30	* ‡
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHWEITZER, Lamont	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clayville, RI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (FEB 20)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	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%)	
		☐ 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%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	50
☐ 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	80%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LONG, Leigh	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mc Connell A F B, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	25 (SEP 14)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	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%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	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)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GANT, Joe	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clay City, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (JUN 27)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has 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 Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JAHNKE, Brandon	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Nashville, NC

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	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%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ 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	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ 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)	90%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	70%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TILTON, Ian	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Proctorsville, VT

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. 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%)	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%)	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%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	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)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KROL, Janice	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sanders, KY

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	30	[ ] Science (0%):	20
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	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%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	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%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THURBER, Anderson	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lewisburg, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (AUG 14)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

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%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ 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%)	10	☐	
☐ Demolitions (0%)	20	☐ 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	60%		1D4					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COMPTON, Cathleen	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Correll, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	29 (JUL 14)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ 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%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Light Carbine	50%	100m	1D12 ‡	3	10%		30	* †
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† With holographic sight – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GOTHARD, Jackson	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hagaman, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (SEP 10)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	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%)	10	☐ SIGINT (0%)	20
		☐ 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%)	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%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	70			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has 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)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HINNANT, Anita	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brooklyn, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (MAY 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	17	85	Brilliant
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%)	80	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has 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 Pistol	50%	10m	1D8				7	†
(d) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHERRICK, Nathan	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sussex, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (JUN 26)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WILLARD, Leticia	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pocasset, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (AUG 14)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	30	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	70
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] 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%		1D4-1					
(b) Medium Pistol	50%	15m	1D10				15	
(c) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ZHOU, Dwayne	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Blaine, KS

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	80	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	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%):		☐	
☐ 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 shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HENDLEY, Jaclyn	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hubbardsville, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (DEC 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	18	90	Tough
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	50	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] 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%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	50	[ ] Psychotherapy (10%)	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) Shotgun (shot)	70%	75m	2D8 †				5	*
(d) Shotgun (slug)	50%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PETITT, Nicholaus	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Inman, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (MAR 11)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ 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%)	80	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	70	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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 shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEE, Kerri	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Graceton, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (JAN 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	13	65	Brave
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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)	90%	75m	2D8 †				5	*
(d) Shotgun (slug)	70%	75m	2D8 ‡				5	*
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HANER, Norberto	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dema, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (DEC 18)	

STATISTICAL DATA

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

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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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) Shotgun (shot)	70%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	50%	75m	2D8 §				5	*
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Half damage beyond base range
§ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BERNING, Blanca	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hemet, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (AUG 19)	

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)	8	40	Low spirited
Charisma (CHA)	13	65	Charming

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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 shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCHIFFMAN, Gregg	Federal Agent
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Margarettsville, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (OCT 11)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	30	☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	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%)	50	☐ 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%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	50	☐ Psychotherapy (10%)	10	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Tactical body armor – Armour Rating 5
* Kevlar helmet – Armour Rating +1
Agency badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Tactical light
Handcuffs (belt pouch)
Agency marked windbreaker jacket
Encrypted smartphone
Police-band radio, with earpiece & throat 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 shooter has taken no damage since last action

§ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VACCARO, Carly	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Charlotte, TN

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Crafty
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%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)	40	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	70		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] 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 (0%):	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BACON, Cedric	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brooklyn, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (SEP 9)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ 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%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ 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%)	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%)	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)
ILES, Deena	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sharon, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (MAY 18)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WHELCHEL, Tommy	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tilton, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (JUN 17)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WUNDER, April	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fairfield, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (OCT 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	13	65	Robust
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%)	30	[ ] 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%)	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%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician [ ] Mechanic	40 40			Unnatural (0%)	
		[ ] 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%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RUMMEL, Jack	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) West Fork, AR

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	50	☐ Ride (10%)	30
☐ 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%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Electrician (10%):	40			Unnatural (0%)	
☐ Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ 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

Body armor reduces the damage of all 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)
TOOKES, Krystina	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hagaman, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (MAY 9)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	70	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	40	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician (10%)	40			Unnatural (0%)	
[ ] Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	50	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LACHER, Lamont	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) New York, NY

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	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%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Electrician 40 ~~Craft (0%):~~ Mechanic 40				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	70	☐ Persuade (20%)	40	☐	
☐ 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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRYER, Tyler	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ryan Park, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (AUG 15)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REINER, Douglas	Firefighter
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Castro Valley, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (SEP 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	8	40	Ignorant
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%)	50	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	40	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=2
☐ ~~Craft (0%):~~ Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	50	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STANSBERRY, Shauna	Foreign Service Officer
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Cairo, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (FEB 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	16	80	Astute
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	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%)	40
[ ] 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%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

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)	13	65	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	10	50	
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%)	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%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	70	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
LIVERMAN, Margaret	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sinclair, WY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (AUG 16)	

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	Stoic
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%)	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%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	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%)		[ ]	40
[ ] Dodge (30%)	50	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (DEC 12)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAMIL, Cori	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Foreston, MN

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	40	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	40	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] 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	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PAXSON, Jared	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rumsey, KY

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MELE, Daphne	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Laurium, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (APR 9)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCMASTERS, Johnson	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Beatrice, AL

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

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TAGUE, Porsha	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jet, OK

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)	12	60	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	14	70	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
	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%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)	60	[ ] 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%)	60	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	80	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] 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)
MCCULLOUGH, Rodrick	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Novi, MI

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	80	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	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)
RITZMAN, Susanna	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pelham, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (OCT 1)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	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)
ANCHETA, Chris	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Diego, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (OCT 3)	

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	Unflinching
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	40
☐ Dodge (30%)	50	☐ 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)
INGERSOLL, Joelle	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Johannesburg, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (AUG 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	16	80	Fit
Dexterity (DEX)	15	75	Quick footed
Intelligence (INT)	12	60	
Power (POW)	13	65	Unflinching
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. 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%)	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%)	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%)		[ ] 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%)	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)
CUDDY, Norberto	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Andersonville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (MAR 9)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ 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%)		☐	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)
BENN, Lori	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Norway, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	42 (NOV 26)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	80	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	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)
LESSMAN, Jade	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Northport, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (NOV 22)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	40	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	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%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):	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)
BLIND, Marian	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Paul, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (FEB 13)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	40	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	60	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	70	[ ]	50
[ ] Disguise (10%)	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)
RIDGEWAY, Sheldon	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Juno, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (JUN 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Huge
Constitution (CON)	12	60	
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	14	70	Perceptive
Power (POW)	10	50	
Charisma (CHA)	14	70	Prepossessing

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=2
☐ 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%)	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)
ACKERMAN, Alisa	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Jasonville, IN

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Sharp
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%)	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%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	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%)	30	[ ] Occult (10%)	10	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

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)
TWITTY, Trent	Foreign Service Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Diego, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (NOV 9)	

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)	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%)	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%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	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%):				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%)	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)
MCGLOTHIN, Krystle	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Newnan, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (MAR 13)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	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%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ 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%)	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%)		☐	
☐ 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)
FAILLA, Kiel	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shippenville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (NOV 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	10	50	
Power (POW)	16	80	Brave
Charisma (CHA)	12	60	

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
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HUNZIKER, Domonique	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tiskilwa, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (MAR 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	16	80	Muscular
Constitution (CON)	12	60	
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)	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%):	20
[ ] Anthropology (0%)	20	[ ] 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%)	20	[ ] Law (0%)	20	[ ] 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%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

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)
ROW, Morgan	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mapleton, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (OCT 25)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	70
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ 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%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	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	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)
HEMBREE, Colleen	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reader, AR

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

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	Strong-willed
Charisma (CHA)	13	65	Friendly

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	50
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)	40	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	70	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] 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%)	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%)	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%		1D4-2				
(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)
COMERFORD, Ricardo	Historian
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Bryants Store, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAR 8)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	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%)	30	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

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

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (DEC 14)	

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	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
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	50
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] 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%)	30
[ ] 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%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	50	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%)	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)
SPURGEON, Neil	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Savage, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (FEB 21)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	80	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ 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%)	40 DB=1
☐ 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%)	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)
TOUCHET, Lana	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Belton, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (FEB 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Sharp
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%)	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%)	20	[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	40	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	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)
WOODBURN, Keenan	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Richmond, RI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JUN 28)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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)
HAKE, Breanne	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roscoe, TX

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	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%)	70
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ 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%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ 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)
KUTCHER, Keaton	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Houston, TX

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

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ 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	40%		1D4+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KEETON, Jasmine	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sauget, IL

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OLANDER, Jarod	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Cloud, FL

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	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%)	30	☐ 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%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ 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%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MAYTON, Francine	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cunningham, WA

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
JIRON, Jeramy	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lonaconing, MD

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	14	70	Sharp
Power (POW)	8	40	Pessimistic
Charisma (CHA)	11	55	

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
	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%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	60	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	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%)	10	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(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)
GILLIAN, Siobhan	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Milmine, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (FEB 10)	

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	Astute
Power (POW)	14	70	Brave
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%)	10	☐ Ride (10%)	50
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	80	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ 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%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	40	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STEINKE, Gilberto	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sterling, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (JAN 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	14	70	Astute
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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	70
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	50	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ 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%)	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%)	60	☐	30
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RENWICK, David	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Windsor, CT

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	12	60	
Power (POW)	14	70	Calm
Charisma (CHA)	14	70	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
	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%)		[ ] Heavy Machinery (10%)	30		
[ ] 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%)	50
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	60	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	30
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TRISTAN, Sidney	Historian
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dunwoody, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (MAY 24)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	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%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ 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=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)
SCHOCK, Kimberlee	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Weston, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (APR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
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
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
COOTS, Jeffery	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ida, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (FEB 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	Sharp
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ 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%)	60
		☐ 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%)	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%)	40	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SANROMAN, Faith	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Toronto, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (OCT 14)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
RIZO, Freddie	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Raleigh, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (JUL 21)	

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

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%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ 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	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ARTZ, Jolene	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Evanston, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (DEC 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Perceptive
Power (POW)	13	65	Brave
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	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%):	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%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	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%)	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)
GIBLIN, Jeremiah	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Paris Crossing, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JUN 1)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=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)
CURTISS, Tracie	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Terre Haute, IN

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Quick witted
Power (POW)	18	90	Indomitable
Charisma (CHA)	11	55	

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
	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%)	40	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	40	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	40	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] 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)
SCHEELE, Zane	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cleveland, TN

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

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

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DUNCANSON, Kristan	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Juniata, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (JUN 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	5	25	Weak
Constitution (CON)	14	70	Robust
Dexterity (DEX)	18	90	Razor sharp
Intelligence (INT)	12	60	
Power (POW)	13	65	Stoic
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ 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%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	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)
MAYO, Sonny	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Newry, ME

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)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	14	70	Forbearing
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ 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%)	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%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	50
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	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)
WOLFGRAM, Joy	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pinetop, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	44 (SEP 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	16	80	Sharp
Power (POW)	13	65	Stoic
Charisma (CHA)	8	40	Shy

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	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%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	40	[ ] Occult (10%)	10	[ ]	70
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	40
[ ] Dodge (30%)	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)
GARGANO, Gerard	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glencoe, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (OCT 3)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF 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%):		☐ History (10%)	60	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BAER, Celia	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Calais, VT

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

STATISTICAL DATA

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

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
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%):	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%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	40	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	50
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	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)
LEVRON, Oscar	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Woods Cross, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (JUL 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Robust
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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	70	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	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)
HUSBAND, Darcy	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Prospect, TN

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	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%):	20	☐ History (10%)	40	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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)
BRACKEN, Davis	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mounds, IL

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

STATISTICAL DATA

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

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
	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%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ 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)
BABB, Mandy	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Thomas, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (JUN 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	8	40	Ignorant
Power (POW)	13	65	Forbearing
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%)	10	☐ 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%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	40	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	40	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	40
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BELKNAP, Kurt	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Moore Haven, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (JUL 15)	

STATISTICAL DATA

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

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
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
ROCKER, Alexa	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Springville, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (AUG 14)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	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%)	60	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	50
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	40
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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)
BRANNON, Reid	Intelligence Analyst
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lansing, NC

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	6	30	Weak
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	18	90	Quick
Intelligence (INT)	8	40	Slow
Power (POW)	12	60	
Charisma (CHA)	15	75	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
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	60	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	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%		1D4-2				
(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)
QUINONEZ, Meaghan	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Margate, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	7	35	Unwell
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	16	80	Ingenious
Power (POW)	11	55	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	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%)	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	[ ]	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%)	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)
TOMASZEWSKI, Tom	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sayner, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (DEC 15)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF 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%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-2				
(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)
DELARIVA, Janine	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carlton, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (APR 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	12	60	
Intelligence (INT)	14	70	Canny
Power (POW)	8	40	Meek
Charisma (CHA)	16	80	Charming

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage 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)
FORNEY, Ramsey	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Linden, WI

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

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):				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	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)
SOUKUP, Lucia	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plymouth, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (OCT 12)	

STATISTICAL DATA

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	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%)	20	☐ Military Science (0%):	20	☐ 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%)	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)
COHEE, Durell	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Canton, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (DEC 17)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
MURCHISON, Shannon	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kismet, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (AUG 14)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	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)
GAILEY, Andy	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Millheim, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (OCT 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	15	75	Robust
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	17	85	Brilliant
Power (POW)	12	60	
Charisma (CHA)	13	65	Approachable

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%)	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%)	60
		☐ 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%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	50
☐ Craft (0%):	20			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=2

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FRAME, Andrea	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Charleston, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	10	50	
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

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%)	20
☐ Art (0%):	20	☐ 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%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
ESKRIDGE, Jamie	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 ☐ _____	33 (JUN 2)	

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	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%)	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%)	60
		☐ HUMINT (10%)	80	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	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%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	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)
BAZE, Kassandra	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shedd, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	48 (JUL 23)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	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%)	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%)	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%)	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%)	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)
SINHA, Jarret	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mare Island, CA

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

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	Unflinching
Charisma (CHA)	11	55	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF 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%):	20	☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	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%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALAMEDA, Ana	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hope, ID

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

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Perfect health
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%)	30	[ ] Ride (10%)	30
[ ] 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%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	70 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
JUDGE, Teddy	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Andover, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (JUL 18)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
JASMIN, Lynsey	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shoreham, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (FEB 18)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	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%)	60
		[ ] 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%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	70
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	40
[ ] Disguise (10%)	50	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCCLOUD, Brice	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Santa Ynez, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (FEB 4)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

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%)		☐ 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%)	60
		☐ HUMINT (10%)	60	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	40
☐ Disguise (10%)	70	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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)
MERINO, Mercedes	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bellport, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	44 (JAN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	15	75	Forbearing
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%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	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%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
ALLEN, Ricardo	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) King William, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (MAR 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	13	65	Perceptive
Power (POW)	15	75	Calm
Charisma (CHA)	8	40	Self conscious

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
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	60	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)	20	☐ 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%)	50
☐ Craft (0%):				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%)	60	☐ Psychotherapy (10%)	10	☐	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
GREEAR, Amber	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) East Mc Dowell, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (DEC 3)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] 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	[ ]	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%)	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)
CORTES, Austen	Intelligence Case Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Scotts Valley, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (OCT 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Deft
Intelligence (INT)	8	40	Oblivious
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%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	80	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ 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%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	70	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	40
☐ Disguise (10%)	50	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
STALLCUP, Jasmin	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huger, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (JUN 13)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	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%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	50	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	50	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	60	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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)
LAMPHERE, Eliezer	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wells, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (JUL 24)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	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%)		☐ 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%)	30
☐ Artillery (0%)	20	☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ 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%)	20	☐ Persuade (20%)	60	☐	
☐ 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)
KISTNER, Kaitlin	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Aurora, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	45 (JUN 20)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

[ ] Accounting (10%)	70	[ ] 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%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	70	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	70	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
OSMAN, Maurice	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Falmouth, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (APR 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	6	30	Ignorant
Power (POW)	16	80	Forbearing
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
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

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

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
NELLIGAN, Jeanna	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tulsa, OK

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

STATISTICAL DATA

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

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ 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%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	70	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	60	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ 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)
PETERSON, Brenton	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Richland, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (OCT 20)	

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	Canny
Power (POW)	17	85	Imperturbable
Charisma (CHA)	8	40	Shy

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	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%)	50	☐ 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%)	70	☐ 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	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	80	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ 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)
NEVAREZ, Kristen	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ashland, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (DEC 18)	

STATISTICAL DATA

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

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	70	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):	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%)	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)
EALY, Rudolph	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Milton Mills, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (DEC 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	9	45	
Intelligence (INT)	10	50	
Power (POW)	16	80	Stoic
Charisma (CHA)	12	60	

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
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	70	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	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	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
DROLET, Esther	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Valley Park, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (DEC 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	8	40	Shallow
Power (POW)	9	45	
Charisma (CHA)	11	55	

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

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ 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%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

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

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

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MACDONALD, Will	Lawyer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fredericksburg, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (JUL 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	14	70	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
	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%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	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	☐	
☐ 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)
APGAR, Mai	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dayton, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (DEC 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	6	30	Weak
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	13	65	Brave
Charisma (CHA)	8	40	Shy

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
	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%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ 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%		1D4-2				
(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)
DUPLESSIS, Dave	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Battlement Mesa, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAY 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	8	40	Slow
Power (POW)	14	70	Unflinching
Charisma (CHA)	17	85	Magnetic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17
	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%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	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) 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)
FIGUEIREDO, Lucia	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Manzanola, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (DEC 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS 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%)	40	[ ] 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%)		[ ] 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%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] 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

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)
KIRKWOOD, Jacoby	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rockville, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (MAR 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)	20	☐ 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%)	50	☐ 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%)	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%)	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%		1D4-1				
(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)
VALTIERRA, Olga	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Allerton, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (MAY 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	18	90	Indefatigable
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	16	80	Astute
Power (POW)	16	80	Unflinching
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) 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)
SWISHER, Steven	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Owls Head, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	26 (NOV 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ 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%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	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	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)
FARRER, Kiley	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boylston, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	51 (NOV 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	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)
WAYLAND, Kelsey	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hysham, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (JUL 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	10	50	
Dexterity (DEX)	8	40	Uncoordinated
Intelligence (INT)	10	50	
Power (POW)	14	70	Calm
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6+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)
PANGBURN, Darcy	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Soldier Pond, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	31 (NOV 25)	

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	Crafty
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ 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%)	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	60	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Machine...	0%	200m		3	10%	Per burst	200
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ANNUNZIATA, Preston	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Denmark, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (AUG 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ 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%)	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) 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)
PLAYER, Brenda	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mineral Bluff, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (SEP 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	14	70	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	60	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	50 DB=1
[ ] 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%)		[ ]	
[ ] 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)
ACEVEDO, Robin	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Monango, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (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	Cunning
Power (POW)	14	70	Strong-willed
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	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%)	20
☐ 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%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	150m			15%	10m	1
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	50%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LEVERETT, Latisha	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Twin Lakes, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (APR 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	9	45	
Intelligence (INT)	16	80	Crafty
Power (POW)	15	75	Brave
Charisma (CHA)	16	80	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) RPG launcher	0%	200m		20	30%	10m	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)
HERON, Johnny	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Venice, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (MAY 13)	

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	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ 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%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SAKAMOTO, Sharonda	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Norwood, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (JUL 3)	

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	Crafty
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	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%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ 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%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MESSINA, Donavan	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kinde, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (FEB 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Cunning
Power (POW)	11	55	
Charisma (CHA)	14	70	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ 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	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)
KOWALEWSKI, Lyndsay	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Minden City, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (JAN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Sharp
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] 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%)	40	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	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%)	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	60%	15m	1D10				15
(c) Very Heavy...	60%	250m		5	20%		10
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PORTWOOD, Monte	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hope Mills, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (JUN 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	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)
LETENDRE, Breanne	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Carrollton, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (AUG 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	13	65	Sharp
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%)	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%)	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%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=2
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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...	40%	300m		3	15% †	Per burst	100
(d) Combat Knife	50%		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)
METZGER, Brandon	Marine
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saint Jo, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (SEP 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	13	65	Robust
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	10	50	
Power (POW)	17	85	Indomitable
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ 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...	40%	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)
FARLEY, Anastasia	Media Specialist
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Saint Regis, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (OCT 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	40
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ 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%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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)
DOMINY, Raul	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Minneapolis, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	29 (DEC 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	8	40	Ignorant
Power (POW)	13	65	Brave
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%):	20
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	80	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	60
☐ Craft (0%):	20			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%)	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)
PROFITT, Genevieve	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pennington, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	38 (AUG 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	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%)	60	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	30	☐	60
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

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)
ALMON, Rodrigo	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wedowee, AL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (NOV 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	15	75	Crafty
Power (POW)	17	85	Indomitable
Charisma (CHA)	9	45	

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
	9
	9
	9
	9

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ 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%)	
		☐ HUMINT (10%)	40	☐ 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%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	50	☐	60
☐ Demolitions (0%)	20	☐ 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)
SEIGLER, Belinda	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ludlow, IL

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)	10	50	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	10	50	
Power (POW)	13	65	Forbearing
Charisma (CHA)	14	70	Friendly

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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60 40	☐ History (10%)	60	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=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)
MORONEY, Neil	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Washgtin, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (MAY 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	18	90	Brilliant
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	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%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40
☐ 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%)	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)
WOLFSON, Karen	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Baileys Crossroa, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	36 (FEB 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	18	90	Musclebound
Constitution (CON)	16	80	Resistant
Dexterity (DEX)	9	45	
Intelligence (INT)	12	60	
Power (POW)	18	90	Indomitable
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	17	
Willpower Points (WP)	18	
Sanity Points (SAN)	90	
Breaking Point (BP)	72	

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%)	30
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	40
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	40	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	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)
TATOM, Giovanni	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rockford, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (SEP 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	40
☐ Anthropology (0%)	40	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	40	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	60	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	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%):	40	☐ 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%)	50	☐	
☐ 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	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TYUS, Kristyn	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brumley, MO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (FEB 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] 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%)	40
[ ] Art (0%):	60 40	[ ] History (10%)	40	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	40	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAYDEN, Max	Media Specialist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Chester, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (JAN 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ 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%)	40
☐ Art (0%):	60 40	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	40	☐ 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%)	50	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HERSHEY, Justina	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bayfield, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (JUL 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Unflinching
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	60	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ANDRESS, Lindsey	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Caledonia, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (DEC 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Brawny
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS 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	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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)
KENT, Joanna	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Broken Arrow, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (JAN 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	60	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] 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%)	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%)	80			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ALTMAN, Zechariah	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pleasant Mount, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (FEB 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	80			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MCKOY, Jessi	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Patagonia, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	41 (JAN 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	12	60	
Power (POW)	15	75	Brave
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%)	30	☐ First Aid (10%)	60	☐ 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%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	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)
CEDILLO, Kellen	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dwight, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (OCT 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	60
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ 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%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	50	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARROP, Gabriella	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Duck River, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	40 (NOV 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	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%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	40	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
WYNTER, Sebastian	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Provencal, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (SEP 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Quick witted
Power (POW)	5	25	Pessimistic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	5	
Sanity Points (SAN)	25	
Breaking Point (BP)	20	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	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%)	30	☐ Pharmacy (0%)	40	☐	
☐ 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)
ALTAMIRANO, Emily	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Pryor, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	50 (MAY 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	10	50	
Power (POW)	17	85	Indomitable
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

12. MOTIVATIONS 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	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)	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%)	60 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%)	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	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)
FULMER, Avery	Nurse
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Freeland, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	25 (NOV 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	70	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GRAYER, Jasmin	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Berkeley, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (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	Canny
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%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)	60	[ ] Science (0%): Biology	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%)	40	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	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)
MALLON, Billy	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cramerton, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (JUN 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	8	40	Oblivious
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

12. MOTIVATIONS 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%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PALLADINO, Deirdre	Paramedic
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Fairfield, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (MAY 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	14	70	Prepossessing

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
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=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%)	30	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	80			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HEPP, Taurean	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lorane, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (NOV 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Brawny
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	80	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ 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%)	40	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SWENSON, Abbie	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rebecca, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (SEP 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Perceptive
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	30
[ ] Alertness (20%)	40	[ ] Forensics (0%)		[ ] Science (0%): Biology	40
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	60	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):	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%)	60	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	70	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
POWER, Marcus	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Edmunds, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (OCT 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Forbearing
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	60	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	60	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ 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)
CURTSINGER, Glenda	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mesa, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (MAR 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	14	70	Deft
Intelligence (INT)	17	85	Genius
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%)	40	[ ] Forensics (0%)	40	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	40	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	40	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	40	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KROUSE, Alfonso	Paramedic
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Gifford, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (NOV 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	17	85	Tough
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS 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%)		☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ 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%)	20	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	80			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MALCOM, Kami	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Parkdale, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (FEB 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	14	70	Fit
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	10	50	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	60	[ ] Science (0%): Biology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] 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%):		[ ] 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%)	30	[ ] Pharmacy (0%)	60	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
MARTS, Garrett	Paramedic
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huff, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	43 (JUL 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	13	65	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%): Biology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	40	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	40	☐ Survival (10%)	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%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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)
BURGESS, Maira	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plover, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	24 (APR 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	9	45	
Intelligence (INT)	9	45	
Power (POW)	7	35	Pessimistic
Charisma (CHA)	16	80	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	70
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ 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%)	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)
CARPIO, Micah	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Plainwell, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (MAY 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	13	65	Slick
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	60 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	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%)	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)
MAHURIN, Grace	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Graniteville, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (DEC 4)	

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	Forbearing
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] 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=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	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)
STOLP, Harvey	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Andover, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (OCT 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	14	70	Canny
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	70	☐ Science (0%): Biology	60
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	50
☐ Athletics (30%)	50	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	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)
SPINA, Lourdes	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Francisco, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (MAY 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	13	65	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%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	80
[ ] 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%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	70	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)	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)
LOZANO, Marcos	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Gay, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (MAR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	16	80	Agile
Intelligence (INT)	12	60	
Power (POW)	14	70	Stoic
Charisma (CHA)	14	70	Approachable

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
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%): Biology	60 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%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	50
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LUNDE, James	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Addy, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	28 (JUL 15)	

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)	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%)	80	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	70	☐ Science (0%): Biology	60 50
☐ 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%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	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%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ACREE, Santiago	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bodfish, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	33 (JAN 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35	Weak
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Sharp
Power (POW)	18	90	Imperturbable
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	18	
Sanity Points (SAN)	90	
Breaking Point (BP)	72	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	80	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	50	☐ Science (0%): Biology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	60	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=-1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	50	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ 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%		1D4-2				
(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)
LAPRADE, Danielle	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Barnes, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (AUG 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	6	30	Delicate
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	15	75	Calm
Charisma (CHA)	16	80	Prepossessing

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
	16
	16

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	60	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	50	[ ] Science (0%): Biology	80
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	40
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	60	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	30	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	50	[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	60	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HAYCRAFT, Terrence	Physician
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Enning, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (MAY 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Brawny
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
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

12. MOTIVATIONS 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%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	80	☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ 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%)	80	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SCLAFANI, Kami	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Milford, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (JUL 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	10	50	
Power (POW)	8	40	Pessimistic
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Electrician (0%): Mechanic	40 40			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	20		50	[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CORMIER, Sylvester	Pilot
3. EMPLOYER	**4. NATIONALITY**
	(U.S.A.) Bellingham, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (MAY 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	13	65	Fit
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	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. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
HUKILL, Andria	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Conyers, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	49 (MAY 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	16	80	Perfect health
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	10	50	
Power (POW)	13	65	Brave
Charisma (CHA)	8	40	Unfriendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	80	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	60
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] 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	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)
VITIELLO, Buddy	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lawtey, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (MAR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)		☐ 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%)		☐ 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
☐ Electrician (0%):	40			Unnatural (0%)	
☐ Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	70
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-2				
(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)
HOSEY, Eliza	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lyndon Station, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (SEP 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Tough
Dexterity (DEX)	10	50	
Intelligence (INT)	8	40	Obtuse
Power (POW)	14	70	Brave
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	30
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	60
[ ] 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%)	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%):	70	[ ] Unarmed Combat (40%)	40 DB=0
[ ] Electrician (10%):	40			Unnatural (0%)	
[ ] Mechanic (10%):	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
STEINMAN, Rolando	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Walkertown, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	49 (NOV 18)	

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	Brilliant
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%):		☐ 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%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	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	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)
BEDNAR, Anne	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stowe, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	16	80	Canny
Power (POW)	15	75	Unflinching
Charisma (CHA)	15	75	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
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): 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%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40
[ ] Electrician (10%): Mechanic	40 40			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60 50	[ ]	
[ ] 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)
MICHIE, Robert	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Usk, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (MAR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	15	75	Ingenious
Power (POW)	10	50	
Charisma (CHA)	14	70	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ 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%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%): Electrician	60			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	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)
OPITZ, Katelynn	Pilot
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 [ ] _____	34 (MAY 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	8	40	Awkward
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF 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%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=2
[ ] 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%)	50	[ ] Pilot (0%):	60	[ ]	
[ ] Drive (20%)	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+1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GROW, Richard	Pilot
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Castroville, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (DEC 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	14	70	Ingenious
Power (POW)	10	50	
Charisma (CHA)	17	85	Hypnotic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17

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%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	50	☐ Unarmed Combat (40%)	40 DB=-1
☐ 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%)		☐	
☐ 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%		1D4-2				
(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)
HISER, Demetria	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Shorewood, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (SEP 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	13	65	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
Power (POW)	14	70	Brave
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	60
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	70
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	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)
HAZZARD, Wesley	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Boise City, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (JUL 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	50	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	70
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	50	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-2					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		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)
ZENO, Sondra	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Glen Burnie, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (MAR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	12	60	
Charisma (CHA)	14	70	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
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	60
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	50	[ ] 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%)	70	[ ] 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%)	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					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	70%		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)
LEVASSEUR, Alfredo	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waldron, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	51 (OCT 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	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%)	20
		☐ 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%)	70	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	80 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	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	80%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	70%		1D4+1					
(e) Pocket Knife	70%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
NARDONE, Nancy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mount Hope, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (AUG 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	60		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] 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

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) Shotgun (shot)	80%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	60%	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)
ELLZEY, Jairo	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bangor, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (MAY 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Fit
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ 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%)	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)
GOURLEY, Melinda	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Malaga, NJ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (SEP 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	13	65	Fit
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
	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%)	50	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] 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%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	70%		1D4+1					
(e) Pocket Knife	70%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SNELLING, Dejuan	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Holbrook, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (MAY 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	14	70	Calm
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	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=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-2					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		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)
SOLER, Karla	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Kaska, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (JUN 3)	

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)	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%)	80	[ ] Forensics (0%)	70	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	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%)	80
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] 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	80%		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)
ENDSLEY, Antwan	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clarion, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (NOV 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	13	65	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	80		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	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%)	70	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ 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%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	100m	1D12 †	3	10%		30	*
(d) Baton	70%		1D4+1					
(e) Pocket Knife	70%		1D4+1	3				
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
KIRKWOOD, Lucy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Grantville, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (JAN 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	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. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	60		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	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%)	80
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] 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	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		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
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TETER, Connor	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hooksett, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (MAR 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	12	60	
Dexterity (DEX)	15	75	Slick
Intelligence (INT)	12	60	
Power (POW)	13	65	Calm
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ 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%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	60	☐	
☐ 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 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)
HODGINS, Darcy	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Saratoga, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (DEC 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	15	75	Lithe
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	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%)	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%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	80 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	70	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	50			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Light Carbine	40%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		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
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PINEDO, Ross	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Perry, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	15	75	Stoic
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
	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%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Carbine	40%	100m	1D12 †	3	10%		30	*
(d) Baton	50%		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)
ZAKRZEWSKI, Beth	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Morley, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (JAN 23)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	12	60	
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%)	50	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)	70	[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	70	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	70			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	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)
NARON, Parker	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Brushton, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (MAY 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	13	65	Fit
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	10	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	60
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	70	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	30	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	80 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	20
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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%		1D4-2					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		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)
MORANO, Adriana	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Roy, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (OCT 9)	

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	Ingenious
Power (POW)	14	70	Calm
Charisma (CHA)	17	85	Irresistible

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	17

12. MOTIVATIONS 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%)	50
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	70	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	60	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Shotgun (shot)	60%	75m	2D8 †				5	*
(d) Shotgun (slug)	40%	75m	2D8 ‡				5	*
(e) Baton	70%		1D4					
(f) Pocket Knife	70%		1D4	3				
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
FETTERS, Asa	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wittensville, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (DEC 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
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%)	30	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)	50	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	50	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	30	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	50	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ 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

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Pistol	60%	10m	1D8				7	†
(d) Light Carbine	60%	100m	1D12 ‡	3	10%		30	*
(e) Baton	50%		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
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
ESPARZA, Asia	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Regency, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	46 (MAR 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	7	35	Clumsy
Intelligence (INT)	14	70	Astute
Power (POW)	14	70	Forbearing
Charisma (CHA)	15	75	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	50
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	50	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	30	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	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%)	20	[ ] Persuade (20%)	60	[ ]	
[ ] Disguise (10%)	30	[ ] 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	60%		1D4					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Light Carbine	60%	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)
HASKIN, Wilson	Police Officer
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Columbia, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	10	50	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	13	65	Prepossessing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	80		
☐ Archeology (0%)		☐ 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%)	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%)	70	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	60	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	50			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Reinforced Kevlar vest – Armour Rating 4
* Riot helmet – Armour Rating +1
Badge and ID card
Pistol holster (belt)
2 spare pistol mags (belt pouch)
Flashlight
Handcuffs (belt pouch)
Handheld radio
Pen and pocket notebook
Multitool
* Police radio
* Spare ammunition
* Mounted laptop computer
* Driver's license scanner
* Spike strips
* Flares
* Reflective vest to wear in traffic
* Evidence bags
* Traffic cones
* Blood-borne pathogen kit
* Fire extinguisher

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	†
(d) Shotgun (shot)	60%	75m	2D8 ‡				5	*
(e) Shotgun (slug)	40%	75m	2D8 §				5	*
(f) Baton	50%		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)
MCENTIRE, Cathy	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cades, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	34 (OCT 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	14	70	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
	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%)	60	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):	30	☐ History (10%)	40	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	50	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	30	☐	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	☐	

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)
WHITMER, Gonzalo	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bakersfield, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (JUN 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	17	85	Tough
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	14	70	Perceptive
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%)	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%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	20
☐ 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%):	20	☐ Unarmed Combat (40%)	60 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	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(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)
WELLIVER, Phylicia	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Alta, UT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (DEC 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	8	40	Uncoordinated
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%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%):	30
[ ] 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%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	80	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	70	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	50	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
MANNERS, Tony	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sugar City, CO

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (APR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	8	40	Slow
Power (POW)	10	50	
Charisma (CHA)	13	65	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	60	☐ 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%):	30	☐ History (10%)	40	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	50	☐ 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	☐	70
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BARGO, Megan	Program Manager
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Odebolt, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (MAY 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	60	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] 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%)	80	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	50	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	30			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	50
[ ] Demolitions (0%)		[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	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)
ROMER, Patrice	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Deshler, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	55 (MAR 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	16	80	Canny
Power (POW)	12	60	
Charisma (CHA)	18	90	Magnetic

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
	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%)	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%):	20	[ ] 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%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	50	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	70
[ ] 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)
MACHEN, Austin	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Charleston, WV

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)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Astute
Power (POW)	14	70	Forbearing
Charisma (CHA)	11	55	

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
	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%)	20	☐ 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%)	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%):	50	☐ Unarmed Combat (40%)	60 DB=0
☐ Electrician (0%):	40			Unnatural (0%)	
☐ Mechanic	40	☐ Navigate (10%)	50	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%):	80	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HILLIER, Tanisha	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mcvey, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	54 (MAY 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	13	65	Resistant
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	7	35	Obtuse
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. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%): Meteorology	40
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	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%)	20	[ ] 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%):	20	[ ] Unarmed Combat (40%)	40
[ ] Electrician (0%): Mechanic	40 40			Unnatural (0%)	
		[ ] 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%)	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)
BRUNDIDGE, Otis	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coarsegold, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (FEB 16)	

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	Astute
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Crafts (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	60	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SHULMAN, Annette	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dell, AR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	43 (SEP 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	11	55	
Power (POW)	14	70	Calm
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF 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%)	20	[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40 DB=1
[ ] Crafts (0%): Electrician	60			Unnatural (0%)	
Mechanic	40	[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] 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)
WALLA, Owen	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Waverly, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (OCT 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	15	75	Approachable

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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	60
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):	70	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40	☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ 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)
TOSH, Tierra	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Stiles, WI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	32 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Fit
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	15	75	Cunning
Power (POW)	14	70	Brave
Charisma (CHA)	3	15	Rude

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
	3

12. MOTIVATIONS AND MENTAL DISORDERS

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%)	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%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	60 DB=0
[ ] Craft (0%): Electrician Mechanic	60 40			Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	60 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	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)
ZERINGUE, Sherman	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Guernsey, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (APR 16)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	13	65	Nimble
Intelligence (INT)	13	65	Ingenious
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%): Meteorology	40
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%): Electrician	40			Unnatural (0%)	
Mechanic	40				
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	50
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ 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%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VIVIAN, Mariah	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Elizabeth City, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	29 (FEB 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	11	55	
Power (POW)	17	85	Imperturbable
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11

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%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)		[ ] Military Science (0%):	70	[ ] Unarmed Combat (40%)	40 DB=0
[ ] 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%):	80	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4-1				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BUMGARNER, Jeff	Sailor
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Goshen, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (DEC 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	5	25	Puny
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	15	75	Canny
Power (POW)	15	75	Strong-willed
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%): Meteorology	40
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	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%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	80	☐	
☐ 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%		1D4-2				
(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)
DEGROAT, Angela	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Imperial, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	47 (MAR 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	15	75	Brave
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	40	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):	20	[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	60	[ ]	
[ ] 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)
CROSSLIN, Trenton	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Marengo, IN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (AUG 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Unfit
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	14	70	Astute
Power (POW)	10	50	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)	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%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ 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)
GALLUCCI, Cherrelle	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Benkelman, NE

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	30 (JUL 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	15	75	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	15	
Sanity Points (SAN)	75	
Breaking Point (BP)	60	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	20	[ ] Forensics (0%)		[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)	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%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] 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%)	60 DB=0
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	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)
MORGAN, Aubrey	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Trout Dale, VA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (OCT 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Ingenious
Power (POW)	13	65	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	60	☐ Science (0%):	60 50 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=0
☐ 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%)		☐	
☐ 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)
HARBUCK, Kaylee	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oxford, KS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	50 (OCT 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	8	40	Bulky
Intelligence (INT)	11	55	
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

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%)	20	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):	20			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] 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)
SETSER, David	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Walpole, NH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (SEP 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	16	80	Deft
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	60			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%)	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)
ENGELKE, Jaime	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sam Rayburn, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (FEB 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	Ingenious
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%)	70	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	40	[ ] Forensics (0%)	20	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] 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%)	60	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	40			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	20	[ ]	
[ ] 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)
BOHANAN, Jarrod	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hico, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (SEP 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	15	75	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	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%)		☐ 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%)	30
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	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)
RESTO, Dominique	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Blodgett, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	26 (OCT 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Muscular
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	30	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	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%)	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%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	40
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40
[ ] Craft (0%):	60			Unnatural (0%)	
		[ ] Navigate (10%)	10	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	60	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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)
GENTNER, Reynaldo	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Norcross, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (AUG 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Huge
Constitution (CON)	9	45	
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	14	70	Sharp
Power (POW)	13	65	Forbearing
Charisma (CHA)	17	85	Beguiling

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
	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%):	60 50 50
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	30
☐ 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%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	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)
BIRCH, Adrianne	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Broaddus, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	43 (OCT 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	13	65	Robust
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%)	70	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	40 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all 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)
ABEL, Randall	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Woodville, MS

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (OCT 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Puny
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Crafty
Power (POW)	14	70	Brave
Charisma (CHA)	17	85	Hypnotic

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	14	
Sanity Points (SAN)	70	
Breaking Point (BP)	56	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17
	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%)	40	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	20
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60 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%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
FAST, Kelly	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oak View, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	33 (AUG 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	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%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	40	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):	20	☐ Unarmed Combat (40%)	60
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	30	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	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	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)
TARANTINO, Amos	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Norwich, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	46 (MAR 15)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	13	65	Fit
Dexterity (DEX)	10	50	
Intelligence (INT)	8	40	Shallow
Power (POW)	14	70	Forbearing
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%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)		☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	40	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ 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%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	20	☐ Psychotherapy (10%)	10	☐	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
YOUNGBLOOD, Cathy	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Bricelyn, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (NOV 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Astute
Power (POW)	12	60	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. 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%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%):		[ ] Unarmed Combat (40%)	40 DB=1
[ ] Craft (0%):	60			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				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
QUIST, Clark	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Philadelphia, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (DEC 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Crafty
Power (POW)	17	85	Imperturbable
Charisma (CHA)	8	40	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	40	☐ Forensics (0%)		☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	60	☐ Surgery (0%)	
☐ Athletics (30%)	30	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	60	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%):		☐ Unarmed Combat (40%)	60
☐ 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%)	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)
SEEMAN, Aisha	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Park Hall, MD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	33 (MAY 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	40	[ ] Science (0%):	60 50 50
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	40	[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	60	[ ] 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%)	30	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=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)
LOMONACO, Noah	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Corona, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	24 (JUL 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Strapping
Constitution (CON)	14	70	Robust
Dexterity (DEX)	15	75	Deft
Intelligence (INT)	12	60	
Power (POW)	7	35	Low spirited
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	16	
Willpower Points (WP)	7	
Sanity Points (SAN)	35	
Breaking Point (BP)	28	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	50	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ 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
☐ Craft (0%):				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%)	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)
ENGELMAN, Sarah	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Norridgewock, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	37 (DEC 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	9	45	
Charisma (CHA)	12	60	

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
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	50	[ ] First Aid (10%)	30	[ ] Ride (10%)	10
[ ] Alertness (20%)	20	[ ] Forensics (0%)	40	[ ] Science (0%):	80 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%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	30	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	40	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	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	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	20	[ ] Psychotherapy (10%)	10	[ ]	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4				
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SENIOR, Greg	Scientist
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Lancaster, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (JAN 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	12	60	
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
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	20	☐ Forensics (0%)	40	☐ Science (0%):	60 50 50
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)	20	☐ Surgery (0%)	20
☐ 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%):	20	☐ Unarmed Combat (40%)	40
☐ Craft (0%):	40			Unnatural (0%)	
		☐ Navigate (10%)	10	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	40	☐	
☐ 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)
MCCURRY, Faith	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Marino, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	25 (JUN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	13	65	Robust
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	10	50	
Power (POW)	8	40	Low spirited
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	15	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	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%)	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%): Land	40	[ ] Unarmed Combat (40%)	50 DB=2
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	60
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5 GPS
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4+1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	60%	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)
BROKAW, Harley	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Daysville, KY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (APR 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	14	70	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(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)
WHITTAKER, Brandie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Huron, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	37 (OCT 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	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%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	60	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	40
☐ Demolitions (0%)	20	☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	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)
HYLTON, Omar	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Austin, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	34 (JUL 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Sharp
Power (POW)	13	65	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	30
☐ 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%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	60%	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)
DELGADO, Tatiana	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Levelock, AK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (SEP 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Sharp
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	70	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	30		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	80
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	60	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) 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)
CRIBB, Tommy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wayside, WV

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)	14	70	Brawny
Constitution (CON)	13	65	Resilient
Dexterity (DEX)	8	40	Ungainly
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	17	85	Hypnotic

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
	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%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	60	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Flamethrower	60%	5m			10%	1m	20
(d) Combat Knife	30%		1D6+1	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
EILERS, Anita	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Titusville, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (JUL 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Sharp
Power (POW)	13	65	Brave
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	70 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	60	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	40%	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)
JOST, Javier	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Tarrytown, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	42 (AUG 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Quick witted
Power (POW)	8	40	Tense
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	8	
Sanity Points (SAN)	40	
Breaking Point (BP)	32	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	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%)	60	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) 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)
BURNS, Aimee	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) State Line, MS

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)	10	50	
Constitution (CON)	8	40	Unwell
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	13	65	Crafty
Power (POW)	14	70	Strong-willed
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%)	30	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	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)
CAZARES, Garrick	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Newburyport, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	45 (SEP 24)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Muscular
Constitution (CON)	17	85	Indefatigable
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	8	40	Pessimistic
Charisma (CHA)	13	65	Prepossessing

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%)	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%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	50	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
(c) Combat Knife	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)
CLARKE, Tabetha	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Esko, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	34 (JAN 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Astute
Power (POW)	17	85	Indomitable
Charisma (CHA)	14	70	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	17	
Sanity Points (SAN)	85	
Breaking Point (BP)	68	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)	20	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	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=-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%)	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%		1D4-2				
(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)
EDMOND, Cordell	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Metamora, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	50 (APR 26)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Sturdy
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	14	70	Crafty
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%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(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)
WEISE, Samatha	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Silverwood, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (MAR 26)	

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	Strong-willed
Charisma (CHA)	13	65	Likable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ 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%)	60
☐ 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	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or 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)
CANAVAN, Peter	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) San Francisco, CA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	48 (JAN 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	14	70	Lithe
Intelligence (INT)	11	55	
Power (POW)	10	50	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	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%)	60
		☐ 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%)	40
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)		☐ 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)
EPPS, Kassandra	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Eden, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	53 (APR 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	13	65	Astute
Power (POW)	10	50	
Charisma (CHA)	14	70	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)	20	[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	70 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	0%	150m			15%	10m	1
(d) Combat Knife	30%		1D6-1	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PINETTE, Dontae	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Maysville, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	35 (JUL 28)	

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	Unflinching
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)	20	☐ Search (20%)	80
☐ 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%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Grenade...	20%	300m		3	15% †	Per burst	100
(d) Combat Knife	30%		1D6	3			
(e) Hand Grenade	70%	20m			15%	10m	2
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† If firing a burst (5 grenades), Lethality is 20%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
GOW, Kassie	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dundas, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	39 (NOV 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	11	55	
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Perceptive
Power (POW)	12	60	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	30
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ 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
☐ 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%)	60	☐ Psychotherapy (10%)	10	☐	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4-1				
(b) Medium Pistol	60%	15m	1D10				15
(c) RPG launcher	0%	200m		20	30%	10m	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)
ELLETT, Tony	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Coplay, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (JUN 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Quick witted
Power (POW)	12	60	
Charisma (CHA)	13	65	Friendly

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	20	☐ 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%)		☐ 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)
WITTE, Esther	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Haynesville, ME

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	53 (MAR 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	12	60	
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ 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%)	70
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	20
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

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) 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)
FELIX, Sebastian	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Joanna, SC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	36 (JUL 14)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	8	40	Frail
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	10	50	
Power (POW)	10	50	
Charisma (CHA)	13	65	Charming

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	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%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	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	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)
STANDARD, Noelle	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mesquite, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (AUG 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	14	70	Agile
Intelligence (INT)	17	85	Genius
Power (POW)	16	80	Strong-willed
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	16	
Sanity Points (SAN)	80	
Breaking Point (BP)	64	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	15
	15
	15
	15

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	20
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)	20	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	20	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or 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)
SOUKUP, Jeromy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Fort Gay, WV

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	47 (JAN 12)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	13	65	Sharp
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
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)	40	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	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%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or 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)
SOULIERE, Kathy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rock Glen, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	26 (SEP 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	11	55	
Dexterity (DEX)	13	65	Quick footed
Intelligence (INT)	15	75	Quick witted
Power (POW)	12	60	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)	20	☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	40	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ 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%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	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	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)
MAIORANO, Colton	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Oregon, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (MAR 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Powerful
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Quick footed
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	20	☐ Search (20%)	60
☐ Art (0%):	20	☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)	20	☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	60	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
LATTA, Christy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Raleigh, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	24 (MAR 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	17	85	Quick
Intelligence (INT)	8	40	Ignorant
Power (POW)	13	65	Stoic
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)	20	[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] 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%)	30	[ ]	
[ ] 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)
ETHIER, Gary	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Greenville, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (NOV 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Nimble
Intelligence (INT)	14	70	Sharp
Power (POW)	11	55	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	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%)	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%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	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%		1D4-1				
(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)
AVITIA, Kelly	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Mc Clellanville, SC

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)	10	50	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	15	75	Canny
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%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	50		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] 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%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	30	[ ]	
[ ] Demolitions (0%)	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	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)
JAN, Rodney	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Dakota Dunes, SD

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	38 (NOV 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Astute
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ 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%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)	20	☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	80
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	20	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
BOEDING, Yesenia	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Osage, OK

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	42 (MAR 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
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
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	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%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	20
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	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%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MILSAP, Arturo	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Deerfield Beach, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	32 (DEC 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Sturdy
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	12	60	

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
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)	60	☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	50	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	20	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	60
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or 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%	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)
MALVEAUX, Athena	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Farmington, MN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	27 (JUL 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	9	45	
Intelligence (INT)	16	80	Crafty
Power (POW)	11	55	
Charisma (CHA)	14	70	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
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	60
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	40
		☐ HUMINT (10%)	30	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)	20	☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	40
☐ Computer Science (0%)	40	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)		☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	30	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	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)
ILES, Benny	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Choudrant, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	53 (AUG 24)	

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	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	40
		☐ 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%)	50	☐ Swim (20%)	40
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	40
☐ Demolitions (0%)		☐ 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) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	50%		1D6+1	3			
(d) Hand Grenade	70%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CAMPBELL, Kami	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Humptulips, WA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	52 (MAY 5)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Tough
Constitution (CON)	13	65	Fit
Dexterity (DEX)	12	60	
Intelligence (INT)	11	55	
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12
	12
	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%)	30
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	30
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	80
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	40
[ ] Demolitions (0%)	20	[ ] Persuade (20%)	50	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4				
(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)
BRICKER, Scotty	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Buxton, OR

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (SEP 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	9	45	
Intelligence (INT)	7	35	Ignorant
Power (POW)	12	60	
Charisma (CHA)	6	30	Silent

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	6
	6
	6
	6

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	30
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	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%)	30	☐ Melee Weapons (30%)	50	☐ Swim (20%)	60
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	40	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	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	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)
ALTAMIRANO, Cassidy	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) North Pole, NY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	28 (NOV 18)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	10	50	
Dexterity (DEX)	15	75	Agile
Intelligence (INT)	16	80	Ingenious
Power (POW)	14	70	Brave
Charisma (CHA)	8	40	Shy

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
	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%)	20	[ ] Heavy Weapons (0%)	40	[ ] Search (20%)	60
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	30
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	70	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	50	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	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	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)
ERVING, Kraig	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Canaan, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	41 (MAY 17)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
Power (POW)	10	50	
Charisma (CHA)	13	65	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	40	☐ Ride (10%)	10
☐ Alertness (20%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	70		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	80
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	50	☐ Medicine (0%)		☐ Survival (10%)	10
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)		☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	70 DB=1
☐ Craft (0%):	20			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%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	70%		1D4				
(b) Heavy Rifle	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)
IRONS, Anna	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Des Lacs, ND

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (NOV 11)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50	
Constitution (CON)	15	75	Resistant
Dexterity (DEX)	16	80	Quick footed
Intelligence (INT)	14	70	Canny
Power (POW)	11	55	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11
	11
	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%)	10		
[ ] 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%)	60	[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	50	[ ] Medicine (0%)		[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	60
[ ] Computer Science (0%)		[ ] Military Science (0%): Land	40	[ ] Unarmed Combat (40%)	50 DB=0
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	60			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
(c) Combat Knife	30%		1D6	3			
(d) Hand Grenade	50%	20m			15%	10m	2
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HINER, Dillon	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) White Oak, GA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	52 (JUL 2)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	12	60	
Power (POW)	12	60	
Charisma (CHA)	13	65	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%)	70	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)	20	☐ Heavy Weapons (0%)		☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	60
		☐ 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%)	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%)	40	☐ Persuade (20%)	30	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	60			☐	
☐ Firearms (20%)	40	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	50%		1D4-1				
(b) 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)
BRZEZINSKI, Liana	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Hancock, MI

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	27 (MAY 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	10	50	
Dexterity (DEX)	17	85	Razor sharp
Intelligence (INT)	13	65	Astute
Power (POW)	10	50	
Charisma (CHA)	14	70	Affable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	9	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	14
	14
	14
	14

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	40	[ ] Ride (10%)	10
[ ] Alertness (20%)	50	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)		[ ] Search (20%)	60
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	40
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	10
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	50	[ ] Medicine (0%)	20	[ ] Survival (10%)	10
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	30	[ ] Swim (20%)	20
[ ] Computer Science (0%)	40	[ ] Military Science (0%): Land	60	[ ] Unarmed Combat (40%)	70 DB=-1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	40	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	20
[ ] Demolitions (0%)		[ ] Persuade (20%)	30	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	40	[ ] Psychotherapy (10%)	30	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
Night vision goggles
* Spare ammunition
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing

GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	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)
SCHECHTER, Elliot	Soldier
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Clinton, LA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	54 (JUN 25)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	15	75	Robust
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	12	60	
Power (POW)	10	50	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	13	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	60	☐ Ride (10%)	10
☐ Alertness (20%)	50	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	50		
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	10
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	70	☐ Medicine (0%)		☐ Survival (10%)	30
☐ Bureaucracy (10%)	30	☐ Melee Weapons (30%)	30	☐ Swim (20%)	20
☐ Computer Science (0%)	60	☐ Military Science (0%): Land	40	☐ Unarmed Combat (40%)	50
☐ Craft (0%):	20			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%)	60	☐ Psychotherapy (10%)	30	☐	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

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	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)
BRAYTON, Jennie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Gunter, TX

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	30 (JUN 21)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	50	☐ Pilot (0%):		☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HURDLE, Alonzo	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Sunbright, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (MAY 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45	
Constitution (CON)	12	60	
Dexterity (DEX)	12	60	
Intelligence (INT)	10	50	
Power (POW)	15	75	Forbearing
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%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	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%)		☐ 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%):	20			Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HORNER, Anne	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) South Pomfret, VT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	41 (JUL 8)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	15	75	Muscular
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	11	55	
Intelligence (INT)	10	50	
Power (POW)	12	60	
Charisma (CHA)	10	50	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	60	
Breaking Point (BP)	48	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	10
	10

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF 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%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	30	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	70
[ ] Computer Science (0%)		[ ] Military Science (0%):	60	[ ] Unarmed Combat (40%)	60 DB=1
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	50	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	30	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	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					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MENDONCA, Genaro	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Agawam, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	40 (OCT 9)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	14	70	Perfect health
Dexterity (DEX)	10	50	
Intelligence (INT)	10	50	
Power (POW)	8	40	Nervous
Charisma (CHA)	13	65	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
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	30
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ 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%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=2
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MOYER, Charmaine	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Rushville, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (OCT 10)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	9	45	
Dexterity (DEX)	11	55	
Intelligence (INT)	14	70	Crafty
Power (POW)	12	60	
Charisma (CHA)	7	35	Standoffish

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
	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%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)	20	[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	70	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	30	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)	20	[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)		[ ] Military Science (0%):	60	[ ] Unarmed Combat (40%)	60
[ ] Craft (0%):				Unnatural (0%)	
		[ ] Navigate (10%)	70	Foreign Languages and Other Skills:	
[ ] Criminology (10%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):	20	[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	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

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+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MUI, Louie	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Topock, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	55 (APR 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Slick
Intelligence (INT)	15	75	Perceptive
Power (POW)	10	50	
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

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%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	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%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

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	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MASCORRO, Molly	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Ney, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	52 (MAR 13)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	10	50	
Dexterity (DEX)	14	70	Nimble
Intelligence (INT)	10	50	
Power (POW)	11	55	
Charisma (CHA)	15	75	Approachable

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	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%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	60	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	80	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
TARVER, Pierre	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Benson, AZ

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	28 (SEP 4)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Powerful
Constitution (CON)	13	65	Robust
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
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%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)	20	☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	20
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	30	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	20	☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	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

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
AHL, Shante	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Flaxville, MT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	35 (JUN 2)	

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)	10	50	
Power (POW)	13	65	Stoic
Charisma (CHA)	8	40	Shy

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	8
	8

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	30
[ ] Alertness (20%)	80	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	
[ ] Athletics (30%)	60	[ ] Medicine (0%)	20	[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] Melee Weapons (30%)	50	[ ] Swim (20%)	50
[ ] Computer Science (0%)	20	[ ] 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%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	30	[ ] Pharmacy (0%)		[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	40			[ ]	
[ ] Firearms (20%)	80	[ ] Psychotherapy (10%)	30	[ ]	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PICHE, Marquis	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Arcadia, OH

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	30 (MAR 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Sturdy
Constitution (CON)	8	40	Delicate
Dexterity (DEX)	10	50	
Intelligence (INT)	13	65	Sharp
Power (POW)	10	50	
Charisma (CHA)	17	85	Captivating

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	17
	17

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	30	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	20
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)	20	☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)	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					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MEACHUM, Kortney	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Radnor, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☒ F ☐ M ☐ _____	54 (MAY 3)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
Intelligence (INT)	14	70	Astute
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%)	60	☐ Forensics (0%)		☐ Science (0%):	20
☐ 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%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80	☐ Medicine (0%)		☐ Survival (10%)	50
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	60 DB=0
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	50	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	40			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	30	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
THURMOND, Isaias	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Cornersville, TN

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	37 (JAN 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	11	55	
Dexterity (DEX)	12	60	
Intelligence (INT)	13	65	Astute
Power (POW)	13	65	Stoic
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	30	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)	20	☐ 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%)	20	☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	80
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	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	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
REECE, Johanna	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Port Charlotte, FL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	38 (MAR 22)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	13	65	Powerful
Constitution (CON)	14	70	Resilient
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Brilliant
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] 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%)	20	[ ] 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%)	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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
CRUMB, Chester	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Wyoming, IA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	44 (JUN 28)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	12	60	
Intelligence (INT)	12	60	
Power (POW)	13	65	Strong-willed
Charisma (CHA)	11	55	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	65	
Breaking Point (BP)	52	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	11
	11

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	80	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ 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%)	50	☐ Swim (20%)	50
☐ Computer Science (0%)		☐ Military Science (0%):	60	☐ Unarmed Combat (40%)	80 DB=0
☐ Craft (0%):	20			Unnatural (0%)	
		☐ Navigate (10%)	70	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	30	☐ 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	80%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
PORATH, Robyn	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Reserve, NM

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	51 (OCT 27)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	13	65	Robust
Dexterity (DEX)	11	55	
Intelligence (INT)	13	65	Cunning
Power (POW)	11	55	
Charisma (CHA)	12	60	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	11	
Sanity Points (SAN)	55	
Breaking Point (BP)	44	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	12
	12

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	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%):	20	[ ] History (10%)	10	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	50
[ ] Artillery (0%)		[ ] Law (0%)		[ ] Surgery (0%)	20
[ ] Athletics (30%)	60	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] 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%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	40	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	80	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
VISSER, Kelsey	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Black Mountain S, NC

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	39 (SEP 7)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	17	85	Musclebound
Constitution (CON)	10	50	
Dexterity (DEX)	13	65	Agile
Intelligence (INT)	14	70	Sharp
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)	20	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	40
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ 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%)	30	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	40	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):	20	☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	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

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4+1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	50%		1D6+2	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
MONARREZ, David	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Prophetstown, IL

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	48 (FEB 19)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	11	55	
Constitution (CON)	14	70	Robust
Dexterity (DEX)	15	75	Lithe
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

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence [ ] [ ] [ ] *adapted* Helplessness [ ] [ ] [ ] *adapted*

APPLICABLE SKILL SETS

[ ] Accounting (10%)	10	[ ] First Aid (10%)	10	[ ] Ride (10%)	10
[ ] Alertness (20%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	40
[ ] Art (0%):	20	[ ] History (10%)	30	[ ] SIGINT (0%)	
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	70
[ ] Artillery (0%)		[ ] Law (0%)	20	[ ] Surgery (0%)	
[ ] Athletics (30%)	80	[ ] Medicine (0%)		[ ] Survival (10%)	50
[ ] Bureaucracy (10%)	10	[ ] 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%)	10	[ ] Occult (10%)	10	[ ]	
[ ] Demolitions (0%)	40	[ ] Persuade (20%)	20	[ ]	
[ ] Disguise (10%)	10	[ ] Pharmacy (0%)	20	[ ]	
[ ] Dodge (30%)	30	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	60	[ ] Psychotherapy (10%)	10	[ ]	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	70%		1D6	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SONS, Ricky	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Philadelphia, PA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	27 (NOV 20)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40	Weak
Constitution (CON)	14	70	Resistant
Dexterity (DEX)	10	50	
Intelligence (INT)	17	85	Genius
Power (POW)	10	50	
Charisma (CHA)	13	65	Outgoing

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	10	
Sanity Points (SAN)	50	
Breaking Point (BP)	40	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
	13
	13

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	30	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	30		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50	☐ Search (20%)	20
☐ Art (0%):		☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	10	☐ Stealth (10%)	70
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	20
☐ Athletics (30%)	80	☐ 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%)	80 DB=-1
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)	50	Foreign Languages and Other Skills:	
☐ Criminology (10%)	10	☐ Occult (10%)	10	☐	
☐ Demolitions (0%)	40	☐ Persuade (20%)	20	☐	
☐ Disguise (10%)	10	☐ Pharmacy (0%)		☐	
☐ Dodge (30%)	30	☐ Pilot (0%):		☐	
☐ Drive (20%)	20			☐	
☐ Firearms (20%)	60	☐ Psychotherapy (10%)	10	☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor – Armour Rating 5
Kevlar helmet – Armour Rating +1
Dog tags
* 6 carbine magazines
* 2 pistol magazines
Flexible cuffs
Tactical light
Night vision goggles
Military-band radio with earpiece and throat microphone
Multitool
Compass
Field dressing
GPS

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	80%		1D4-2					
(b) Assault Carbine	60%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6-1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

* In chest rig
† With holographic sight, targeting laser, & sound suppressor – +20% bonus to hit as long as shooter has taken no damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
HARNESS, Marsha	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Granby, CT

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
[X] F [ ] M [ ] _____	31 (JAN 6)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70	Tough
Constitution (CON)	13	65	Perfect health
Dexterity (DEX)	17	85	Acrobatic
Intelligence (INT)	10	50	
Power (POW)	8	40	Tense
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%)	60	[ ] Forensics (0%)		[ ] Science (0%):	
[ ] Anthropology (0%)		[ ] Heavy Machinery (10%)	10		
[ ] Archeology (0%)		[ ] Heavy Weapons (0%)	50	[ ] Search (20%)	20
[ ] Art (0%):		[ ] History (10%)	10	[ ] SIGINT (0%)	20
		[ ] HUMINT (10%)	10	[ ] Stealth (10%)	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%)	20	[ ] 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%)	50	[ ] Pilot (0%):		[ ]	
[ ] Drive (20%)	20			[ ]	
[ ] Firearms (20%)	80	[ ] 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.

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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	60%		1D4					
(b) Assault Carbine	80%	100m	1D12 ‡	3	10%		30	†
(c) Medium Pistol	80%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	60%	20m	§			10m	2	
(g) Combat Knife	70%		1D6+1	3				

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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§ Victim –40%

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
SAXTON, Cecil	Special Operator
3. EMPLOYER	4. NATIONALITY
	(U.S.A.) Natick, MA

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☒ M ☐ _____	31 (SEP 1)	

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	12	60	
Constitution (CON)	12	60	
Dexterity (DEX)	10	50	
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

12. MOTIVATIONS AND MENTAL DISORDERS

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Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	10	☐ First Aid (10%)	10	☐ Ride (10%)	10
☐ Alertness (20%)	60	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)	10		
☐ Archeology (0%)		☐ Heavy Weapons (0%)	70	☐ Search (20%)	40
☐ Art (0%):	20	☐ History (10%)	10	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30	☐ Stealth (10%)	50
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	60	☐ Medicine (0%)		☐ Survival (10%)	70
☐ Bureaucracy (10%)	10	☐ Melee Weapons (30%)	50	☐ Swim (20%)	70
☐ 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%)	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	☐	

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(g) Combat Knife	50%		1D6	3				

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