

DELTA GREEN

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

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11.	BONDS	SCORE
	Strength (STR)							
	Constitution (CON)							
	Dexterity (DEX)							
	Intelligence (INT)							
	Power (POW)							
	Charisma (CHA)							
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12.	MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)					<div style="text-align: center; opacity: 0.5; font-size: 2em; font-weight: bold;">RESTRICTED</div> <div style="text-align: center; opacity: 0.5; font-size: 1.5em;">/SPECIAL ACCESS</div>		
	Willpower Points (WP)							
Sanity Points (SAN)								
Breaking Point (BP)								
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

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

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
	(a)							
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION