

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)						
	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"/> Criminology (10%)	<input type="checkbox"/> Occult (10%)	<input type="checkbox"/>
	<input type="checkbox"/> Demolitions (0%)	<input type="checkbox"/> Persuade (20%)	<input type="checkbox"/>
	<input type="checkbox"/> Disguise (10%)	<input type="checkbox"/> Pharmacy (0%)	<input type="checkbox"/>
	<input type="checkbox"/> Dodge (30%)	<input type="checkbox"/> Pilot (0%):	<input type="checkbox"/>
	<input type="checkbox"/> Drive (20%)		<input type="checkbox"/>
	<input type="checkbox"/> Firearms (20%)	<input type="checkbox"/> Psychotherapy (10%)	<input type="checkbox"/>

Check a box when you attempt to use a skill and fail. After the session, add 1D4-1 to each checked skill and erase all checks.

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? yes: only Medicine, Surgery, 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