Motivations

Delta Green: The Role-Playing Game // CREATING AN AGENT

What Keeps Your Agent Going?

Motivations help an Agent regain WP and SAN. To create a motivation, roll 1D12 for a category and 1D10 for the motivation. If necessary, roll 1D8 for the motivation's object. Add details to fit the Agent's background, occupation, and personality.

1 Achievement

D10	MOTIVATION
1	Exploiting the Unnatural
2	Recognition for achievements
3	Showing others how it's done
4	Correcting past mistakes
5	Success despite obstacles
6	Proving my worth
7	Getting the job done
8	Living up to expectations
9	Doing a job no one else can do
10	Constant improvement

2-3 Understanding

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D10	MOTIVATION
1	Conspiracy theorizing
2	Making sense of a past tragedy
3	The thrill of discovery
4	Exploration
5	Solving a particular mystery
6	Understanding the Unnatural
7	Learning a group's secrets
8	Expanding human knowledge
9–10	Solving hard problems

4-5 Principle

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D10	MOTIVATION
1	Survival at all costs
2	Professionalism
3–4	Doing what's right
5	Following the law
6	Healing
7	Faith
8	Patriotism
9	Personal integrity
10	Atonement

6-7 Protection

DIO	MOTIVATION
1–2	Protect a Bond (choose one)
3–4	Protect my family
5	Protect my friends/colleagues
6	Protect an organization
7	Protect a community
8	Protect my country
9	Protect humanity
10	Protect innocents

Protect Them From...

D8	OBJECT
1–2	The Unnatural
3	Unwelcome truths
4	A dangerous enemy or rival
5	Failure
6	Harm
7	The future
8	Corruption

8-9 Relationships

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D10	MOTIVATION
1	Figuring out what people want to hear
2	Telling lies from the truth
3	Communication
4	Diplomacy
5	Family obligations
6	Knowing what makes people tick
7	We can fix this
8	Never letting a particular Bond down (choose one)
9	New romance
10	Recruiting new Agents and Friendlies

10–11 Opposition

D10	MOTIVATION
1–3	Investigating
4–6	Revenge against
<i>7</i> –8	Staying one step ahead of
9–10	Stopping

Object of Opposition...

D8	OBJECT
1–4	The Unnatural
5–6	An individual (name them)
<i>7</i> –8	An organization (name it)

12 Solace

210	MORIVATION
D10	MOTIVATION
1	A beloved pet
2	Favorite academic pursuit
3	Favorite art form
4	Favorite bad habit
5	Favorite hobby
6	Finding true meaning
7	Home
8	Sports
9	Intimacy
10	Anything for a sense of control