

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL				2. PROFESSION (RANK IF APPLICABLE)			
	3. EMPLOYER				4. NATIONALITY			
	5. SEX ☐ F ☐ M ☐ _____		6. AGE AND D.O.B.		7. EDUCATION AND OCCUPATIONAL HISTORY			

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)			
	Constitution (CON)			
	Dexterity (DEX)			
	Intelligence (INT)			
	Power (POW)			
	Charisma (CHA)			
	9. DERIVED ATTRIBUTES	MAXIMUM		CURRENT
	Hit Points (HP)	(STR + CON)/2		
	Willpower Points (WP)	POW		
Sanity Points (SAN)	99 - Unnatural			
Breaking Point (BP)	N/A			
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
	☐	
	☐	
	☐	
Check a damaged Bond's box until the next Home scene ends.		
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence ☐ ☐ ☐ adapted Helplessness ☐ ☐ ☐ adapted		

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

Check a box when you attempt to use a skill and fail. After the session, add 1D4 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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