

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	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)					☐		
	Constitution (CON)					☐		
	Dexterity (DEX)					☐		
	Intelligence (INT)					☐		
	Power (POW)					☐		
	Charisma (CHA)							
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		Check a damaged Bond's box until the next Home scene ends.		
	Hit Points (HP)		(STR + CON)/2			12. MOTIVATIONS AND MENTAL DISORDERS		
	Willpower Points (WP)		POW			RESTRICTED SPECIAL ACCESS		
Sanity Points (SAN)		99 - Unnatural						
Breaking Point (BP)		N/A						
10. PHYSICAL DESCRIPTION				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%)	
			☐ HUMINT (10%)		☐ Surgery (0%)	
	☐ Artillery (0%)		☐ Law (0%)		☐ Survival (10%)	
	☐ Athletics (30%)		☐ Medicine (0%)		☐ Swim (20%)	
	☐ Bureaucracy (10%)		☐ Melee Weapons (30%)		☐ Unarmed Combat (40%)	
	☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unnatural (0%)	
	☐ Craft (0%):		☐ Navigate (10%)		Foreign Languages and Other Skills:	
			☐ Occult (10%)		☐	
	☐ Criminology (10%)		☐ Persuade (20%)		☐	
	☐ Demolitions (0%)		☐ Pharmacy (0%)		☐	
	☐ Disguise (10%)		☐ Pilot (0%):		☐	
	☐ Dodge (30%)				☐	
	☐ Drive (20%)				☐	
	☐ 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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