

DELTA GREEN

THE ROLE-PLAYING GAME



Beta Playtest v.4

*This is not the complete book.
These are the core rules in progress.
A few elements may change before press time.*

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Some elements are Open Gaming Content. We'll specify those upon publication.

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HELPFUL DOWNLOADS:

- [Rules cheatsheet and blank character sheet](#) (updated 28 SEP 2015)
- [Quickstart Guide with short adventure and ready-to-play characters](#) (updated 6 OCT 2015)

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DEAR CIND

Dear Cind,

I fucked up. What can I possibly write? How do I get it all across? I should've told you everything when it happened.

I should have said—what? Fuck. I don't know. This?

Hey Cind, how are you! A bunch of guys put these worms in themselves. They're not normal worms. They're from somewhere outside all of this. Okay, got it?

And these guys were robbing banks, and I was trying to find them. It was great. We had a map and everything. Phone records. Names. We followed them and photographed them and got ready for the raid.

And then one day—Cind, you won't believe this. One day I woke up naked, covered in Vaseline, bleeding and sprawled at the bottom of an empty pool in an abandoned YWCA in Detroit. Remember the night of the twenty voicemails? Well, that's where I was. I wasn't dead, shot on some raid. I wasn't cheating. I didn't tell you then. I'm sorry. I lied.

So, here I am coming clean. These worms, they start out small. They crawl in your gut and grow, and they shit the Philosopher's Stone, and you live forever. Sounds great, right? Only it's not. I've seen what's left of a body when these things are done with it. They breed and you explode like a party favor filled with rotting guts and flailing worms.

I've SEEN this happen.

There's a worm in me now.

I'm not going to wait around for it. And I see now, I can't write anything to you about it. I'm sorry, Cind. I'm very sorry.

I still love you.

OVERVIEW

Players come to *Delta Green* for all kinds of reasons. They're eager to solve a mystery, kill a villain or destroy a monster. These outcomes are never simple. Sometimes even *seeing* the threat in a *Delta Green* operation is enough to annihilate a group of agents.

So consider this overview a warning.

Delta Green is about fear.

It may seem to be about other things from time to time. About manipulation. About power. About control. It *has* all these things, but that's not what it's about.

It *lies*.

Delta Green is about an agent, alone and off the record, breaking into an old woman's house in Brooklyn because for a split-second she cast the shadow of a hunched, monstrous thing with jaws like a jackal.

Delta Green is about two women who pulled off the heist of the Mayan Codex from the American Museum of Natural History—an operation six months in the planning—only to burn it in a pyre of gasoline and wood in an abandoned field, mourning their lost teammates whom it drove to madness.

Delta Green is about watching from the Blackhawk jumpseat as something bigger than the forest snatches your strike team's helicopters from the air like flies.

Delta Green is not about guns.

Delta Green is not about a bug hunt.

Delta Green is not about understanding.

Delta Green is about the end.

The end of everything. Your family, everyone you know, your country, all life on Earth. It's about the end of everything and your place in it. Because you'll end, too. That's what the fear is about. That's what the game is about.

Delta Green is about the end of everything—and how much of it you'll live to see.

Welcome.

THE WORLD OF DELTA GREEN

Delta Green is a covert group inside the United States federal government. Its mission is to investigate, contain, and conceal unnatural events, because the unnatural is *real* and it *kills*. The world of Delta Green is like our own, but beyond the edges of reality are powers that outstrip the human mind's capacity for understanding. Sometimes those powers bleed through into our world and destroy everything they touch.

Agents of Delta Green have limited knowledge of these forces. If you're an agent, it is likely you have experienced the unnatural at least once. This inciting event is likely what brought you to the attention of Delta Green in the first place. A few know more. They suffer that knowledge like a cancer of the mind.

Sometimes it's better to know just enough to get the job done, and nothing more. That's the first rule of Delta Green.

THE UNNATURAL IN THE MODERN ERA

In a world of smartphones and instantaneous communication, how can the secret of the unnatural ever be kept? The answer is simple. It doesn't have to be kept because it keeps itself.

First, the *genuinely* unnatural is *rare*, and unnatural events that destroy more than a few human lives at a time are *extremely rare*.

Second, the unnatural tends to consume those that are exposed to it, removing the vector in the process.

Third, humanity is jaded and full of distrust. Science has effectively destroyed any belief in things beyond physics. "Proof" of the supernatural is met with mockery.

Finally, a handful of government agencies around the world are aware of these threats and actively suppress them.

Taken together, these add up to the illusion of order that covers our haunted world.

WHAT IS DELTA GREEN?

If you ask any two Delta Green agents you'll probably get two very different answers. Delta Green is an enigma. Its mission requires concealing itself from the public, from the rest of the U.S. government, and even, sometimes, from its own agents.

It is likely that even a veteran agent has met fewer than five Delta Green operatives. That's it. There are no cubicles. No secret bases. No newsletters or human resources intranets. No badges or letterhead. Every team is spread thin, coming together only when a mission demands it.

Details about the leadership are off-limits. If there's a headquarters, you've never seen it. If you do know more, you know to keep it to yourself. Such knowledge could get people arrested or killed. The group is more like a secret society than an agency of the federal government.

Every Delta Green agent spends most of his or her time working their "real" job. Many are FBI, CIA or military, but nearly any profession can be found in its ranks.

How does Delta Green operate? How are new agents recruited? The details vary from game to game. Delta Green itself changes and evolves, often without telling its agents. We can give you a version that's common, but your experience may be very different.

POTENTIAL RECRUITS

Delta Green recruits a new prospect only after confirming that he or she can handle the work and its overwhelming demands. They usually look to federal agents and special forces, adaptable professionals trained to cope with overwhelming stress and danger.

Sometimes prospects are recruited from other fields, such as science, anthropology, or medicine.

If the prospect has encountered the unnatural, all the better. Delta Green wants people who recognize the depth of the danger. If your first instinct is to go public with an unnatural discovery it's likely you're not a Delta Green recruit, but a Delta Green mission.

MISSION BRIEFING

When a Delta Green operation is necessary, the core mission briefing is always the same. Stop the incursion. Minimize exposure. Save lives. Cover it up. Never, ever reveal the existence of Delta Green.

One agent gets instructions from Delta Green's leaders and shares it with the team. In these days of constant surveillance and ever-growing NSA decryption farms, high technology means risk. Keeping Delta Green's missions secret sometimes requires old-fashioned tradecraft: instructions given to the lead agent face-to-face by a paranoid case officer; briefing documents transferred by hand; the need for a meeting given in a prearranged, covert signal.

When possible, strings are pulled to bring each member of the team to the mission. Sometimes an official reassignment is authorized under restricted classification. Delta Green has agents embedded at high levels in the U.S. government to create sham task forces and set up faux training exercises. The words "Delta Green" appear nowhere in these orders and reassignments.

ON THE GROUND

Occasionally the Delta Green team acts undercover and within the budget of an official, mundane investigation or counterterrorism task force: a few SUVs, surveillance drones, rooms at the nearest motel, access to official databases, maybe even a discretionary budget to pay confidential informants. Sometimes, agents might even use their own identities and badges.

And sometimes agents have to go in without cover, on their own time, erasing their tracks and covering their expenses as best they can.

Sometimes a mundane FBI investigation or military operation uncovers something unnatural and Delta Green responds after the fact. The group looks for ways to take it over, or at least get agents on the team. Agents must debrief the non-Delta Green personnel to minimize exposure to the threat. Sometimes witnesses can be convinced they saw nothing unnatural. If the exposure was too overt, a decision must be made. If possible—if the witness can be trusted to help save lives and to stay quiet about it—Delta Green brings the witness in as an ally, a "friendly," and potentially a new agent. If not, the witness is discredited,

made to look schizophrenic or drug-addled. If things go too far, the witness may have to be eliminated to keep the exposure from spreading.

RETIREMENT

When a Delta Green agent is hurt, killed or so badly traumatized that returning to the day job is impossible, it's up to fellow agents to make it look like an accident or a nervous breakdown. When that doesn't work, the agent must cope with the consequences. If an agent is too badly damaged by brushes with the unnatural, the group may not call on the agent again except in extreme need. But no matter what, death is always the only way out of Delta Green.

THE FUNDAMENTALS OF A DELTA GREEN GAME

The mission sounds simple: Save lives from unnatural threats, and neutralize and conceal the threats so they can't threaten anyone again. It is never simple. There are many types of Delta Green operations but they all share the following qualities.

INVESTIGATION AND UNCERTAINTY

Delta Green is a call to action against forces of the unnatural. First it is an investigation to discover the nature of a threat. If it is unnatural, the operation shifts to remove that threat with as little public notice as possible. Just like a real-world intelligence operation, a Delta Green op is fraught with uncertainty. Absolute clarity is never an option, but the mission must be completed.

SUSPENSE AND HORROR

Approaching the unnatural—forces that defy physics and human comprehension—is never comfortable, especially if you've faced it before. You *never* get used to it. It can't be understood in the conventional sense. The suspense of uncovering the rotten core of an operation is both a lure and a poison. The horrors that surround the unnatural are beyond even the most hardened agents. Yet someone must confront them. Physical threats are only half the equation of a Delta Green op. The mental toll of confronting the impossible is real and crippling. Few agents last long.

VIOLENCE AND MORAL CHOICES

When the world falls away and the moment comes to violence, Delta Green agents can't afford to hesitate. Emergencies require split-second calls of questionable morality that may haunt agents for the rest of their lives. Sacrificing one innocent life for the survival of humanity might be an easier transaction for some than for others. Sometimes violence is worse than useless because you're up against something that transcends reality itself. It's hard to tell the difference until the bullets are flying.

SANITY AND COMPREHENSION

Human existence is a struggle for understanding. The unnatural is that which the human brain cannot understand. The unnatural in all its forms is an abyss that consumes people whole, drawing them over the edge into insanity. It's a trap that will never stop attracting us. Wise agents learn quickly to let understanding go, except for the few facts required to survive.

KEEPING SECRETS

Even within the pressurized folds of Delta Green there are secrets. Agents must keep operations from their family, their jobs and, worse, from other agents. There is safety in ignorance. Agents are truly alone in a world that's not nearly as well understood as the rank and file of humanity believe it to be.

PERSONAL AND PROFESSIONAL CONSEQUENCES

The impact of these secrets can be devastating. Divorce, job loss, lawsuits, criminal prosecution, or *worse*. You are part of a conspiracy. You will be expected to break every law and personal code to perform the

mission and, just as important, to cover it up. There is no quarter taken or given. If you are arrested or humiliated in the media, nobody from the group can help. And if you reveal the group's secrets, no matter the circumstances, *you* become the operation.

HOW THE GAME IS PLAYED

Delta Green is a tabletop roleplaying game, composed of players creating and taking the roles of agents investigating an unnatural mystery. The game uses polyhedral dice: "1D8" means one eight-sided die; "2D4" means two four-sided dice; "percentile dice" and "1D100" means rolling two ten-sided dice to show a number between 01 and 00 (meaning 100); and so on.

YOUR AGENT IN THE GAME

Players take the role of a Delta Green agent and describe how that agent confronts unnatural horrors. What can your character *do* in a Delta Green mission? Agents' abilities are measured with statistics that define broad capabilities, like Strength, Intelligence, or Charisma; and skills that describe specific training, like Unarmed Combat, History, or Persuade.

The higher the value of a statistic or a skill, the more effective it is. Often simply knowing you *have* a specific skill tells the person running the game whether you can accomplish your action. When things are desperate, you may have to roll the dice—to see whether you have enough Strength to leap to safety, or whether you can Persuade the axe-wielding maniac to let you live.

When things harm your agent, we measure it in attributes: Hit Points, Willpower Points, and Sanity Points.

We measure the strength of your agent's relationships with the most important people in his or her life with Bonds, which keep you sane but deteriorate when you suffer trauma.

See AGENTS on page XX for details on statistics, skills, attributes, and Bonds.

See THE GAME on page XX for details on using statistics and skills in an operation.

See COMBAT on page XX for details on violence and how it affects your agent.

See SANITY on page XX for details on Sanity Points, Bonds, and Willpower Points.

See HOME on page XX for details on interludes between missions when you can recover from your encounters with the unnatural.

THE HANDLER

One player doesn't take the role of an agent, and instead is the Handler who controls the game. The Handler creates the mystery that the player's agents investigate. The Handler takes the role of everyone in the game the agents meet (called non player characters or NPCs), describes the situations they find themselves in, and determines what dice are rolled, when, and why. The Handler is the narrator, director, and referee. The Handler creates situations for the agents to investigate and adjudicates the rules as they do.

As a player, you describe your agent's decisions, choices, and reactions to the fictional world. The Handler is responsible for bringing that world to life, creating the secrets you're trying to uncover, and ensuring the game's mood and suspense through a thousand factors that you as player can't know or control. In these rules you'll often see things like "The Handler decides." The Handler's word is law and the Handler's decisions are final. The Handler shapes the world and how the rules work so the players can explore and experience it.

That requires a lot of trust between players and their Handler. The *Eyes Only* section of this book is devoted to helping the Handler construct, build and maintain that trust, and contains information that players should never know. The player's job is just as challenging: to bring a Delta Green agent to life in an uncertain world full of unnatural mysteries.

IN THE BACK SEAT

When the new agent dies, there isn't much to it. He curls in the back seat with his legs almost up to his chest and he stops moving. We keep driving. There's nothing else to do. Everything smells of blood and then, after, everything smells like shit.

The smell reminds me of my son's birth, and why I have to do these things.

O'Hara weeps, though she didn't know him. No one did, really. Twenty hours earlier the agent had been pecking away at a keyboard, safe in a safe as a cyberterror security advisor at some forgettable think-tank in Maryland. Then he was on our op.

Now he is the mission.

We stop at the culvert off Long Lake and I step from the car. I look around. The rest area is off season. Beneath the purple light of sodium arc lamps snowflakes filter down. The gravel is covered in ice and the lake is a black line at the edge of the trees.

I sat with my wife here in 1989 and roasted hot dogs and listened to the radio. We slept here and looked at the stars before I knew the world was bullshit. Back when I was happy. Before I knew the stars looked back.

Tonight, I saw something like a dog made of swirling mirrors leap through the agent from a point in space that seemed somehow further than the edges of the room we were in. The agent staggered out with us when the freon fire-suppression system engaged, and we made it clear of the building before he sagged into my arms, covering me in blood from a thousand tiny holes.

I can't remember his name. It seems important now, at Long Lake, that I know his name. What his real name was, not the pseudonym we called him. But it won't come. This is not like me, and it disturbs me almost more than the body in the back seat.

It's not my first body.

I step to the trunk. Inside are two body bags, some garbage bags, chains, a hacksaw, an icepick and four cinder blocks. I get to work.

My son is nine years old. I dreaded every day leading up to his arrival. I could say nothing to my wife. What could I say? How could I tell her? And then he arrived. Pure biological imperative in seven pounds, four ounces.

Adam. My unreasoning hope.

I open the back of the rental car and pull the agent out by an arm. The body slides out like a stillborn fetus and flops to the ground with a thud. In the cold air a wave of blood and shit fills my nostrils.

I think of Adam and I know I have to get on with it. Until it's someone else's turn.

AGENTS

Once, Delta Green investigated the return of a lost child. It was not a happy reunion. Michael Lumsden had died of leukemia at Philadelphia Children's Hospital ten years before. Now he had miraculously returned, no older and with no sign of illness.

The agents were clever. If Michael Lumsden was home after all these years, what was buried in his coffin? Answer: the rotted remains of a ten-year-old boy. So, what was the thing that looked and acted like Michael Lumsden?

Should the team put the child-thing down like a rabid dog? Could they? Then there was the rest of the family. Were they infected by whatever influence pretended to bring Michael Lumsden back to life?

What power haunted the Lumsden home?

Nobody looked for guidance from their superiors. Everyone knew the orders would be: "Take care of it." How could they live with themselves if they made the wrong call, or even the right one?

What kind of a person joins a group that has to make those kinds of decisions?

You.

WHAT MAKES AN AGENT

All Delta Green agents are composed of five elements.

STATISTICS (STATS): Core capabilities, like Strength and Intelligence.

DERIVED ATTRIBUTES: Ratings that indicate physical and mental resilience, derived from stats.

PROFESSION: What you do for a living, which informs how many skill points and Bonds you have.

SKILLS: What training and education you have learned in life, school or work.

BONDS: The people you fight to protect.

WHEN, WHERE, WHY

Before creating a new Delta Green agent, take a moment to talk with your Handler about the particulars of the game. Your game might be set in the 1980s, or even the 1950s. These high-level game choices are strictly the purview of the Handler, so get the details you need before you create your agent. Sometimes, a game is limited to a single profession ("you're all pilots") or a particular agency ("you all work for the DEA"). Ask your Handler.

You decide your agent's background and motivations after rolling the agent up. See WHAT IS DELTA GREEN? on page XX for a refresher on what life is like in the group and whether it makes sense for your agent.

AGENT CREATION

Here's how you create a Delta Green agent:

STEP 1: DETERMINE STATISTICS. Statistics are Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Power (POW) and Charisma (CHA). They range from 3 (the worst) to 18 (the best) with an average of 10 for an ordinary adult.

Statistics represent core capabilities possessed by all agents. All are important. (See DETAILED DESCRIPTION: STATISTICS on page XX.)

You can create your stats in two different ways, either by rolling them or assigning points to them. Pick a method or ask if the Handler has a preference:

1. **Roll Stats:** For each of the six stats roll 4D6, drop the lowest of the four dice, and add the other three. Repeat this process six times. Place the six rolls in whichever stats you like.
2. **Assign Stats:** If you dislike randomization, divide 72 points among the six stats however you like.
3. **Choose a Stat Set:** Pick one of these three sets and assign each score to one stat.

DESCRIPTION	STAT 1	STAT 2	STAT 3	STAT 4	STAT 5	STAT 6
Well-rounded	13	13	12	12	11	11
Focused	15	14	12	11	10	10
Highly Focused	17	14	12	10	10	9

STEP 2: CALCULATE DERIVED ATTRIBUTES. Hit Points, Willpower Points, Sanity Points, and Breaking Point are derived from stats. They represent physical and mental resilience. When you are hurt, exert mental fortitude, or are exposed to maddening stimuli, one of those scores can drop. (See DETAILED DESCRIPTION: DERIVED ATTRIBUTES on page XX.)

STEP 3: SELECT PROFESSION AND SKILLS. What does your agent do for a living? Profession dictates what skills you have and the number of Bonds you possess. Skills require special training, and come from schooling, experience, or personal interest. They are measured from 0% (no training whatsoever) to 99% (amazing). (See DETAILED DESCRIPTION: PROFESSION on page XX and DETAILED DESCRIPTION: SKILLS on page XX.)

STEP 4: DEFINE BONDS. Bonds indicate the strength of relationships with the most important people in your agent's life, like your wife or husband, your children, your partner, or your mentor. Bonds help you resist mental trauma. As your life falls apart under the stress of Delta Green, Bonds deteriorate. Each Bond has a value that starts equal to your agent's CHA. (See DETAILED DESCRIPTION: BONDS on page XX.)

STEP 5: ADD THE FINAL DETAILS. How old is your agent? What does he or she look like? Select a name, establish what your work and personal life are like, and decide how and why you are involved with Delta Green. (See DETAILED DESCRIPTION: FINISHING UP on page XX.)

DETAILED DESCRIPTION: STATISTICS

There are six core capabilities in every agent: Strength (STR), Constitution (CON), Dexterity (DEX), Intelligence (INT), Power (POW) and Charisma (CHA).

Each statistic (stat) has a stat test score equal to the stat \times 5: STR \times 5, INT \times 5, POW \times 5, etc. This means roll five times the stat or less on percentile dice (1D100) to succeed. When it's a generic action (like keeping your balance or remembering something that's common knowledge) and no skill covers the situation, the Handler may ask you to roll a stat test for whatever stat is the closest fit.

STATISTIC	ABBREVIATION	DESCRIPTION	EXAMPLES
Strength	STR	Physical power, size, and musculature.	Drag a witness to safety. Break down a locked door. Hold a struggling victim down.
Constitution	CON	Health and physical resilience.	Resist illness, exhaustion or pain. Hold your breath a long time. Keep running longer than everyone else.

Dexterity	DEX	Agility, coordination and nimbleness.	Keep your balance. React quickly.
Intelligence	INT	How well you notice, remember, and connect things together. Along with your profession it indicates your level of education or brilliance.	Recall a detail. Piece together disparate data.
Power	POW	Force of personality, motivation, and psychic resilience.	Keep your head in a crisis. Stand up to pressure.
Charisma	CHA	Charm, leadership and personal appeal. It may indicate physical attractiveness.	Make a good impression. Talk your way into a private club. Look like you belong.

WHAT THE NUMBERS MEAN

A stat below 9, or above 12 is exceptional. Spare a word or two to describe stats that are outside the average. That gives your agent personality.

	SAMPLE DESCRIPTIONS				
STATISTIC	3-4	5-8	9-12	13-16	17-18
Strength	Feeble	Weak	(Average)	Muscular	Huge
Dexterity	Barely Mobile	Clumsy	(Average)	Nimble	Acrobatic
Constitution	Bedridden	Sickly	(Average)	Robust	Indefatigable
Intelligence	Imbecilic	Slow	(Average)	Perceptive	Brilliant
Power	Spineless	Nervous	(Average)	Strong-Willed	Indomitable
Charisma	Unbearable	Awkward	(Average)	Charming	Magnetic

EXAMPLE: Louis creates a Delta Green Agent. Since he prefers randomness, he rolls his stats. He rolls 4D6 and gets 6, 3, 2, and 1. He drops the lowest (1) and adds 6+4+2 for 12. He does this five more times and gets 14, 12, 7, 14 and 10. He sets his stats to be STR 7, CON 14, DEX 12, INT 14, POW 12 and CHA 10. Louis' Agent is weak (STR 7) but very healthy (CON 14) and particularly smart (INT 14). Already a picture is beginning to emerge.

DETAILED DESCRIPTION: DERIVED ATTRIBUTES

The derived attributes Hit Points, Willpower Points, Sanity Points, and Breaking Point represent your agent's physical and mental toughness.

HIT POINTS (HP): Hit Points represent how much damage your agent can sustain before death. When you're injured, subtract the damage from your current HP. At 2 HP you fall unconscious. At 0 HP you die. Hit Points are regained through medical attention and rest.

- Hit Points equal CON plus STR, divided by two, rounded up.

WILLPOWER POINTS (WP): Willpower Points represent mental fortitude. They fall when you attempt to suppress the symptoms of mental illness (see SUPPRESSING INSANITY on page XX), are exhausted (see EXHAUSTION on page XX), resist persuasion (see PERSUADE on page XX), suffer emotional burnout (see

COSTS OF FAILURE on page XX), or try to fuel unnatural phenomena. At 2 WP you have a temporary emotional collapse. At 0 WP, you fall unconscious. Willpower Points are regained with rest. (See LOSING AND RECOVERING WILLPOWER on page XX.)

- Willpower Points equal your POW stat.

SANITY POINTS (SAN): Sanity Points represent mental health: how much mental trauma or exposure to the unnatural your agent can endure before going insane. In moments of mental trauma you must make a Sanity test by rolling your SAN or lower on 1D100. If you fail, you lose SAN. (See SANITY on page XX.) At 0 Sanity Points you go irretrievably insane and become an NPC under the control of the Handler. Sanity Points are regained through psychiatric care and by overcoming unnatural threats.

- Sanity Points begin equal to your POW×5.

BREAKING POINT: The Breaking Point is the exact Sanity Point at which loss of SAN triggers long-term insanity. (See INDEFINITE INSANITY on page XX.)

- Your Breaking Point equals your SAN minus your POW. The instant your SAN reaches the Breaking Point, you gain an indefinite insanity and reset your Breaking Point to your current SAN minus your POW. If your POW goes up, your Breaking Point goes down by the same amount; if your POW drops, your Breaking Point rises.

***EXAMPLE:** Louis' unnamed Delta Green agent's Hit Points are 11 (his STR 7 plus CON 14, divided by 2, rounded up). With POW 12, he has 12 Willpower Points and 60 SAN, and his Breaking Point is 48.*

DETAILED DESCRIPTION: PROFESSION

Selecting a profession immediately says a lot about an agent. It grants a “kit” of skills appropriate to that profession. It also determines the number of Bonds your agent has when the game begins.

RECOMMENDED STATS: Some professions require people who are particularly fit, stable or smart. This means the recommended stats should be 10 or higher—or at least they *were* when you got the job. (For example, maybe your police officer had higher STR when she joined the force but lost points after a back injury, and that's why you now have STR 6.) Work out the details with the Handler.

PROFESSIONAL SKILLS: Each profession has a predefined kit of skills with beginning scores. This represents the “minimum” training and education for that profession. If you want, you can add more points. See DETAILED DESCRIPTION: SKILLS on page XX for their uses.

BONDS: Each profession dictates the number of Bonds your agent begins with. Difficult and trying professions often mean fewer Bonds but more skills.

BONUS SKILL POINTS

After selecting your profession, pick any eight skills and add 20 points to each. If it's not a professional skill, add the 20 to its base rating. That allows you to specialize in certain professional skills or to learn a little about skills not included in your profession. You must assign all bonus points to skills before play.

If a skill is not included in your profession you can combine two boosts and increase it by a total of 40 points.

LIST OF PROFESSIONS

Most Delta Green agents come from backgrounds that are necessary in Delta Green operations, particularly federal agents and special-forces operators. But there are frequent exceptions. Someone from nearly any

profession might stumble into a Delta Green operation and prove useful enough that the group asks for more help later. The following professions are most often found in Delta Green teams. More can be found in ADDITIONAL PROFESSIONS on page XX.

ANTHROPOLOGIST OR HISTORIAN

You study humanity. You're concerned with the patterns that emerge over time, across land masses, cultures and language groups. You might be a number-cruncher, a field worker trudging through the jungle, a "human terrain" expert in a war zone, or a think-tank analyst sifting myth from history in reports of the Tcho-Tcho peoples.

RECOMMENDED STATS: INT.

PROFESSIONAL SKILLS: Anthropology 50% or Archeology 50%, Bureaucracy 40%, Foreign Language (choose one) 50%, Foreign Language (choose another) 30%, History 60%, Occult 40%, Persuade 40%; *choose two from:* Anthropology 40%, Archeology 40%, HUMINT 50%, Navigate 50%, Ride 50%, Search 50%, or Survival 50%.

BONDS: 4

COMPUTER SCIENTIST OR ENGINEER

Computers and machinery are the backbone of modern industry. You are a craftsman with data or machinery, possibly for the government, most definitely for profit. However you use your skills, the overlap between information technology and awareness of the unnatural could make this the most dangerous job on the planet.

RECOMMENDED STATS: INT.

PROFESSIONAL SKILLS: Computer Science 50%, Craft (Electrician) 30%, Craft (Mechanic) 30%, Craft (Microelectronics) 40%, Science (Mathematics) 50%, SIGINT 30%; *choose four from:* Accounting 50%, Bureaucracy 50%, Craft (choose one) 40%, Foreign Language 40%, Drive Heavy Machine 50%, Law 40%, or Science (choose one) 40%.

BONDS: 3

FEDERAL AGENT

Most Delta Green agents are federal law enforcement officers, mostly from the FBI. Delta Green decided long ago that federal agents have the optimum balance of skills and mental stability needed to confront the unnatural.

RECOMMENDED STATS: CON, POW, CHA.

PROFESSIONAL SKILLS: Alertness 50%, Bureaucracy 40%, Criminology 50%, Drive Auto 40%, Firearms 50%, Forensics 30%, HUMINT 60%, Law 30%, Persuade 50%, Search 50%, Unarmed Combat 60%; *choose one from:* Accounting 60%, Computer Science 50%, Foreign Language 50%, Heavy Weapons 50%, or Pharmacy 50%.

BONDS: 3

PHYSICIAN

Doctors are often the first to uncover signs of an unnatural incursion, and the most valuable investigators of its disastrous effects on humanity.

RECOMMENDED STATS: INT, POW, either CHA or DEX.

PROFESSIONAL SKILLS: Bureaucracy 40%, First Aid 60%, Medicine 60%, Persuade 40%, Pharmacy 50%, Science (Biology) 50%, Search 40%; *choose one from:* Forensics 60%, Psychotherapy 60%, or Surgery 60%.

BONDS: 4

SCIENTIST

You expand human knowledge in a field such as biology, physics or chemistry. In theory, you form a hypothesis, build an experiment to test it and see if it survives. When certain forms of knowledge cause insanity and death, it's easy to conclude that some hypotheses should not be tested.

RECOMMENDED STATS: INT.

PROFESSIONAL SKILLS: Bureaucracy 40%, Computer Science 40%, Science (choose one) 50%, Science (choose another) 50%, Science (choose another) 50%; *choose three from:* Accounting 50%, Craft (choose one) 40%, Foreign Language (choose one) 40%, Forensics 40%, Law 40%, or Pharmacy 40%.

BONDS: 4

SPECIAL FORCES

A soldier usually finishes training and settles into a specialty until their contract is up. You've volunteered for a more difficult path. As a member of a group like the U.S. Army Special Forces, the SEALs, the USMC Critical Skills Operators, or the CIA Special Operations Group, you've spent years in the most grueling training on the planet, and now serve on the most dangerous missions around.

RECOMMENDED STATS: STR, DEX, CON, INT, POW.

PROFESSIONAL SKILLS: Alertness 50%, Athletics 60%, Demolitions 40%, Firearms 60%, Heavy Weapons 50%, Melee Weapons 60%, Military Science (Land) 60%, Navigate 50%, Stealth 50%, Survival 50%, Swim 50%, Unarmed Combat 60%; *choose one from:* Drive Auto 60%, Foreign Language 40%, HUMINT 50%, Persuade 60%, Pilot (Small Boats) 40%, or Ride 50%.

BONDS: 1

EXAMPLE: *Louis decides his agent is a computer scientist by profession. His skills are: Computer Science 50%, Craft (Electrician) 30%, Craft (Mechanic) 30%, Craft (Microelectronics) 40%, Science (Mathematics) 50%, and SIGINT 30%. From the "choose four" list he picks Craft (Locksmithing) 40%, saying he was fascinated with locks in his cracking days; Foreign Language (Arabic) 40%; Foreign Language (Russian) 40%; and Science (Physics) 40%.*

OPTION: BONUS SKILL POINT PACKAGES

What did your agent do *before* his or her current profession? If you like, you can grab one of these backgrounds to quickly choose skills for your agent's bonus skill points (see BONUS SKILL POINTS on page XX). Change their listed skills as needed.

ARTIST, ACTOR, OR MUSICIAN: Alertness, Craft (choose one), Disguise, Persuade, Art (choose one), Art (choose another), Art (choose another), HUMINT.

ATHLETE: Alertness, Athletics, Dodge, First Aid, HUMINT, Persuade, Swim, Unarmed Combat.

AUTHOR, EDITOR, OR JOURNALIST: Anthropology, Art (Creative Writing, Poetry, Scriptwriting, Journalism, etc.), Bureaucracy, History, Law, Occult, Persuade, HUMINT.

BLUE-COLLAR WORKER: Alertness, Craft (choose one), Craft (choose another), Drive Auto, Drive Heavy Machine, First Aid, Navigate, Search.

"BLACK BAG" TRAINING: Alertness, Athletics, Craft (Electrician), Craft (Locksmithing), Criminology, Disguise, Search, Stealth.

BUREAUCRAT: Accounting, Bureaucracy, Computer Science, Criminology, HUMINT, Law, Persuade; and one other as a personal specialty.

CLERGY: Foreign Language (choose three), History, HUMINT, Occult, Persuade, Psychotherapy.

COMBAT VETERAN: Alertness, Dodge, Firearms, First Aid, Heavy Weapons, Melee Weapons, Stealth, Unarmed Combat.

COMPUTER ENTHUSIAST OR HACKER: Computer Science, Craft (Microelectronics), Science (Mathematics), SIGINT; and any four others as personal specialties.

COUNSELOR: Bureaucracy, First Aid, Foreign Language (choose one), HUMINT, Law, Persuade, Psychotherapy, Search.

CRIMINALIST: Accounting, Bureaucracy, Computer Science, Criminology, Forensics, Law, Pharmacy, Search.

DIVER: Alertness, First Aid, Navigate, Pilot (Small Boat), Search, Science (Biology), Survival, Swim.

FIREFIGHTER: Alertness, Demolitions, Drive Auto, Drive Heavy Machine, First Aid, Forensics, Navigate, Search.

GANGSTER OR DEEP COVER: Alertness, Criminology, Dodge, Drive Auto, Persuade, Stealth; *and choose two from:* Athletics, Foreign Language (choose one), Firearms, HUMINT, Melee Weapons, Pharmacy, or Unarmed Combat.

HUNTER: Alertness, Athletics, Firearms, First Aid, Navigate, Search, Stealth, Survival.

INTERROGATOR: Criminology, Foreign Language (choose one), Foreign Language (choose another), HUMINT, Law, Persuade, Pharmacy, Search.

LIBERAL ARTS DEGREE: Anthropology or Archeology, Art (choose one), Foreign Language (choose one), History, Persuade; and any three others as personal specialties.

MILITARY OFFICER: Bureaucracy, Firearms, History, Military Science (choose one), Navigate, Persuade, Unarmed Combat; *and choose one:* Artillery, Drive Heavy Machinery, Heavy Weapons, HUMINT, Pilot (choose one), or SIGINT.

MBA: Accounting, Bureaucracy, HUMINT, Law, Persuade; and any three others as personal specialties.

NURSE, PARAMEDIC, OR PRE-MED: Alertness, First Aid, Medicine, Persuade, Pharmacy, Psychotherapy, Science (Biology), Search.

OCCULT INVESTIGATOR OR CONSPIRACY THEORIST: Anthropology, Archeology, Computer Science, Criminology, History, Occult, Persuade, Search.

OUTDOORSMAN: Alertness, Athletics, Craft (choose one), Navigate, Ride, Search, Stealth, Survival.

PHOTOGRAPHER: Alertness, Art (Photography), Computer Science, Persuade, Search, Stealth; and any two others as personal specialties.

PILOT OR SAILOR: Alertness, Craft (Mechanic), First Aid, Foreign Language (choose one), Navigate, Pilot (choose one), Survival, Swim.

POLICE OFFICER: Alertness, Criminology, Drive Auto, Firearms, HUMINT, Law, Melee Weapons, Unarmed Combat.

SALESPERSON: Accounting, Bureaucracy, HUMINT, Persuade; and any four others as personal specialties.

SCIENCE GRAD STUDENT: Bureaucracy, Computer Use, Craft (choose one), Foreign Language (choose one), Science (choose three)

SOCIAL WORKER OR CRIMINAL JUSTICE DEGREE: Bureaucracy, Criminology, Forensics, Foreign Language (choose one), HUMINT, Law, Persuade, Search.

SOLDIER OR MARINE: Alertness, Artillery, Athletics, Drive Auto, Firearms, Heavy Weapons, Military Science (Land), Unarmed Combat.

TRANSLATOR: Anthropology, Foreign Language (choose one), Foreign Language (choose another), Foreign Language (choose another), History, HUMINT, Persuade; and any one other as a personal specialty.

URBAN EXPLORER: Alertness, Athletics, Craft (choose one), Law, Navigate, Persuade, Search, Stealth.

EXAMPLE: To save time in choosing his bonus skill points, Louis picks the “Computer Enthusiast or Hacker” background option—he wants to go all-in with his computer skills. That gives him +20% each in Computer Science, which brings that skill to 70%; Craft (Microelectronics), bringing that to 60%; Science (Mathematics), bringing it to 70%; and SIGINT, bringing it to 50%. It also lets him choose any four skills to get +20% each, so he picks Alertness, bringing it to 40%; Firearms, bringing it to 40%; Search, bringing it to 40%; and Stealth, bringing it to 30%.

DETAILED DESCRIPTION: SKILLS

Unlike a stat, a skill represents expertise gained only with intensive training or study. If you make a skill roll, you’re doing something that would leave untrained people lost—and often the odds aren’t great even for you. Anyone can attempt an DEX×5 test to keep from falling over in a out-of-control aircraft; only someone who’s been trained in the Pilot skill can fly the airplane away from the grasping, howling *thing* that’s tearing at its hull.

Roll your skill or lower on 1D100 to succeed at using the skill under dire circumstances. Skills improve through practice, experience and training.

BASE RATING

Every skill lists its base rating: If a skill has a base rating of 1% or greater you can attempt to use it. Skills that begin at 0% can’t be used at all.

SKILL RATING	WHAT THE RATING REPRESENTS
01% to 19%	Dabbler.
20% to 29%	A dedicated hobbyist; with a foreign language you can have rudimentary conversations.
30% to 39%	College minor or basic training.
40% to 59%	College major or years of experience; with 50% in a foreign language you have native fluency.
60% to 79%	Decades of experience or a graduate or doctoral degree.
80% to 95%	A lifetime’s pursuit or multiple related doctorates.

SKILL LIST

For details see SKILL DESCRIPTIONS on page XX.

Accounting 10%
Alertness 20%
Anthropology 0%
Archeology 0%
Art (Type) 0%
Artillery (0%)
Athletics 30%
Bureaucracy 10%
Computer Science 0%
Craft (Type) 0%
Criminology 10%
Demolitions 0%
Disguise 10%
Dodge 30%
Drive Auto 20%
Drive Heavy Machine 10%
Firearms 20%
First Aid 10%
Foreign Language (Type) 0%
Forensics 0%
Heavy Weapons 0%
History 10%
HUMINT 10%
Law 0%
Medicine 0%
Melee Weapons 30%
Military Science (Type) 0%
Navigate 10%
Occult 10%
Persuade 20%
Pharmacy 0%
Pilot (Type) 0%
Psychotherapy 10%
Ride 10%
Science (Type) 0%
Search 20%
SIGINT 0%
Stealth 10%
Surgery 0%
Survival 10%
Swim 20%
Unarmed Combat 40%
Unnatural 0%

How SKILLS WORK

When you use a skill, sometimes you roll the dice and sometimes you don't.

USING A SKILL WITHOUT A ROLL: Often you don't roll dice to use a skill; the Handler just needs to know how high your rating is. Landing an airplane when things are calm simply requires a certain amount in the Pilot skill. Using a skill without rolling means the circumstances are calm or controlled enough that

randomness is not a factor. It's about having the right skill, looking in the right place, and asking the right questions, not blind luck. If you have the right skill but it's not high enough, you can tell you're on to something but need an expert to figure it out. The more obscure or subtle the clue, the higher the level of skill you must have to figure it out.

USING A SKILL WITH A ROLL: Roll skill dice when the outcome is in doubt. Rolling means there's a crisis, things are spinning out of control, and failure will be painful. With a 20% skill, roll 20 or lower on percentile dice to succeed. The higher the skill rating, the better your chance at success. A high skill means you usually perform well.

For details see USING SKILLS on page XX.

COMMON KNOWLEDGE

Most agents took a few science classes in school—even those without a Science skill. Remembering something that's common knowledge calls for an INT×5 test or having a certain level of INT. A skill represents deep, specialized training or education. The Handler decides whether you need a stat or a skill for a task.

UNCOMMON KNOWLEDGE

Some tasks may be common knowledge for people in some professions but not for anyone else. Usually that falls under the purview of a skill. Otherwise it uses INT but only for someone in the right profession. If it's only partly related, it's INT at a –20% penalty.

NO SKILL FOR LIBRARIES

There's no designated skill for library use. Whether you're sifting through microfilm or a database, look to the particular skill and type that's involved: History, a Science, Medicine, etc. If you're combing recent news archives in the library or online, it may need a certain amount of INT, and a certain amount of time, but no skill.

IMPROVING SKILLS

We learn more from failures than victories. If you have at least 1% in a skill (any except Unnatural), it can improve when you attempt to use it and *fail*. (Gaining an entirely new skill requires special training between missions. See HOME on page XX for details.)

On the character sheet, next to every skill except Unnatural is a check box. At the end of every session, add 1 percentile to every skill that has a check next to it and erase that check. No skill can be higher than 99%.

FAILING A SKILL ROLL: If the Handler asks you to roll to use a skill and you fail, put a check in the box.

FAILING WITHOUT ROLLING: If you attempt a challenging task that doesn't require a roll but takes significant effort (at least a few hours), and you fail because you don't have enough skill, put a check in the box.

SPECIAL TRAINING

Some equipment or specialized knowledge requires extensive training that nevertheless doesn't require a dedicated skill. This usually means 10 to 20 hours of instruction and practice, sometimes more. Typically that's spread over weeks, but it could be concentrated into a few days with determined pupils and teacher. With special training, you can use an existing stat or skill with unusual equipment or in a specialized way.

An agent might start the game with special training. Often it's obvious from your occupation: a Special Forces soldier knows how to use hand grenades; a SWAT team member knows how to use tear gas; an agent with any amount of Craft (Locksmithing) skill knows how to use lockpicks. If the Handler agrees, go ahead and write it in the Special Training section of the character sheet, write down which stat or skill applies, and circle the "Y" to indicate yes, you have that training.

If the Handler says you *might* have that kind of training but it's not certain, make a Luck roll. If it succeeds, you have the training. If it fails, write it in the Special Training section of the character sheet but circle the "N" for no, to confirm that you do *not* have it.

Here are some examples of special training:

- Parachuting (DEX)
- SCUBA gear (Swim)
- Space suit (INT)
- An exotic hand weapon (Melee Weapons)
- An exotic pistol or rifle (Firearms)
- A snowmobile (Drive Auto)
- A hand grenade (Athletics)
- Deep local knowledge of a particular subculture or community (INT)
- Lockpicks (DEX)
- Safe-cracking equipment (INT, DEX, or Demolitions, depending on the type)
- Electronic security systems (INT)
- Insider knowledge of a particular criminal conspiracy (Criminology)
- Fluency in an especially rare dialect (Foreign Language)

SKILL DESCRIPTIONS

These are the most common skills found in agents.

Accounting

Base rating: 10%. The study of finances and business. Use it to sift through financial records for patterns and anomalies, such as a hidden bank account or money laundering. Failure means you don't spot the discrepancy. If you fail but it's close—within 10% or 20% of what you need—you realize there's something wrong but you need more help to find it.

Alertness

Base rating: 20%. Alertness detects danger. Use it to hear a safety being switched off; to understand the mumbling on the other side of a wall; to spot the bulge of a pistol hidden under a jacket. You also use Alertness to catch someone who is trying to escape notice using Stealth.

Anthropology

Base rating: 0%. The study of living human cultures. Use it to examine moral and religious practices and beliefs, to understand customs and mores, and to identify (but not translate) obscure but still-spoken languages. Where History is about the distant past and Archeology studies physical remains, Anthropology is about the behaviors of living cultures and how they relate to each other and the past. Failure means incomplete understanding.

Archeology

Base rating: 0%. The study of the physical remains of human cultures. Use it to analyze the way of life of a people from ruins, to determine the age of an artifact, to tell a genuine artifact from a fake, and to identify (but not translate) human languages. Where Anthropology is about living cultures and History is a broad study of the past, Archeology discerns particular details and meaning from the remains of peoples long dead. Failure means incomplete understanding.

Art (Type)

Base rating: 0%. Expertise at creating or performing a work that sways emotions and opinions. Also encompasses knowledge of techniques and trends in your field, and the ability tell a particular creator's real work from a fake. Each type of Art is a separate skill: Acting, Creative Writing, Dance, Flute, Forgery, Guitar, Painting, Poetry, Scriptwriting, Sculpture, Singing, Violin etc.

Artillery

Base rating: 0%. Safe and accurate use of mortars, missiles, howitzers, tank cannons, and other heavy gunnery. Use it to destroy a hard target in battle.

Athletics

Base rating: 30%. You train to get the most out of your strength and agility. The STR and DEX stats cover raw physical power and manual dexterity; the Athletics skill represents long practice doing things like running, jumping, climbing and throwing. Use Athletics to run faster than someone else (see OPPOSED TESTS on page XX) or to leap over a gap when the Handler isn't sure you can do it. Use Athletics to:

- Outrun someone.
- Climb quickly in a crisis: failure means you must keep trying or you become exhausted while a fumble means you fall.
- Hit a target with the sharp end of a thrown knife or put a grenade exactly on target. (Tossing a grenade or a flashbang within a few meters of a target grants a +20% bonus to your chance of success; see KILL RADIUS on page XX. Using Athletics with a weapon may require special training; see SPECIAL TRAINING on page XX.)
- Catch something without warning, such as intercepting a thrown grenade and hurling it away safely.

Bureaucracy

Base rating: 10%. Manipulating the rules and personalities that govern an organization. Use it to locate and borrow supplies, convince an official to provide information, gain credentials for access to a restricted area, or to keep the hospital from delving too deeply into the source of your injuries. Failure means you can't get the help or resources you need—or maybe you can, but it will mean trouble later when word gets out.

Computer Science

Base rating: 0%. Deep knowledge of computers, computer systems, and the programs that run them. Use it to recover erased or encrypted data, protect documents against easy access, implant software that lets you hijack a computer system, clone a phone's SIM card, identify flaws in a security system, impersonate users or falsify data. Frequently complemented by Craft skills like Electrician and Microelectronics.

Craft (Type)

Base rating: 0%. Making and repairing sophisticated tools and structures. A job that most people could figure out does not require the Craft skill, only an INT or DEX test. Use Craft for specialized work that needs training and practice: Craft (Electrician) to rewire a house, hotwire a vehicle in a hurry, tap a phone or data line without a trace, or spot signs of electrical sabotage; Craft (Mechanic) to jury-rig a machine or get a broken engine working—or to secretly sabotage one beyond repair; Craft (Locksmith) to open a lock without a key; Craft (Gunsmith) to repair a broken firearm. The Handler decides whether a task requires Craft. Each type of Craft is a separate skill: Carpenter, Electrician, Gunsmith, Locksmith, Mechanic, Microelectronics, Plumber, etc.

Criminology

Base rating: 10%. Knowledge of criminal and conspiratorial behavior. Use it to predict criminal activity, deduce relationships between members of a conspiracy, analyze criminal activity, examine witness statements, trace ownership in tax records, or know whom to talk to in the underground or on the black market. Failure means you miss something important. If it's within 10% or 20% of what you need, you realize that you're close and need more data or more expert help.

xxx SIDEBAR xxx

Criminal Profiling

Creating a criminal profile is a two-step process. First, use HUMINT to gather as much information on the subject and his or her environment as possible. After that, use Criminology to build the profile by identifying the nature, likely habits, and characteristics of the subject.

xxx END SIDEBAR xxx

Demolitions

Base rating: 0%. Safe handling of explosives in a crisis. Use it to disarm a bomb, set a charge to destroy a target remotely, jury-rig an explosive from supplies found at the hardware store, or analyze a blast to determine exactly what caused the damage. Failure when handling a bomb means you need more time or the timer isn't quite right; only in especially hard circumstances does failure mean an accidental blast.

Disguise

Base rating: 10%. Alter your appearance, voice, posture, body language and mannerisms to avoid recognition or pose as someone else. If you pose as someone specific, anyone who knows that person can oppose your Disguise test with an INT×5 test to see through the disguise. Failure means observers can tell you're trying to disguise yourself but they won't recognize you later without the disguise.

Dodge

Base rating: 30%. Evading danger through instinct and reflexes. Use Dodge to avoid an attack that would otherwise hurt or kill you. Against firearms and explosives, Dodge is only useful to get to cover (see COVER on page XX).

Drive Auto

Base rating: 20%. Handling a car or a lightweight truck (or with a little training, a motorcycle or snowmobile) safely in a crisis. Unless the Handler says otherwise, every agent has a driver's license and can drive a car safely in normal conditions. Use this skill to keep a vehicle safe in a high-speed pursuit or on dangerous terrain. Failure means damage to the vehicle.

Drive Heavy Machine

Base rating: 10%. Safe operation of a tractor, crane, bulldozer, tank, heavy truck, or other big machine in a crisis. Failure means damage to the vehicle.

Firearms

Base rating: 20%. Safe and accurate shooting with small arms in combat. Use it to hit a target despite the adrenaline, panic, revulsion, and shock of violence interfering with your hand-eye coordination. Outside of combat, you don't need to roll. The higher your skill, the more accurate your shooting.

First Aid

Base rating: 10%. The initial treatment and stabilization of injuries. Use it to help a character recover lost Hit Points. By comparison, Surgery corrects a severe wound so Medicine can be effective, and Medicine ensures long-term recovery. (See HEALING on page XX.)

Foreign Language

Base rating: 0%. Fluency in another language. Each foreign language is a distinct skill. Having 20% is enough for halting conversations; you speak and read like a native at 50% (equivalent to an ordinary person's INT×5). You don't need to roll a Foreign Language skill unless the Handler says the situation is exceptionally difficult. The greater your skill, the greater the complexity of the information you comprehend and the less time it takes.

Forensics

Base rating: 0%. Gathering detailed information and evidence from a crime scene using forensic equipment. Use it to collect, analyze and compare fingerprints and DNA samples, record biometric data, determine details about a weapon used or the accelerant that started a fire, discern crucial clues that an ordinary searcher wouldn't recognize, or to clean a scene of incriminating evidence. Failure means not finding the information you mean.

Heavy Weapons

Base rating: 0%. Safe and accurate use of man-portable heavy ordnance such as machine guns and rocket launchers. Use Heavy Weapons to suppress enemies, or destroy a vehicle in combat.

History

Base rating: 10%. Uncovering obscure facts and theories about human history. Use it to remember or find a key fact about the distant past, recognize an obscure reference, or comb a database or dusty archives for information that nobody without your deep education could find. Where Anthropology is about living cultures and Archeology studies the meaning of ancient relics, History is a broad study of humanity. Failure means incomplete understanding.

HUMINT

Base rating: 10%. Human intelligence. Discerns and obtains information about a subject—especially information the subject would rather conceal—through observation, conversation, or examining patterns of behavior and relationships. Use HUMINT to identify and cultivate sources of information about a subject; recognize signs of dishonesty and dissimulation from verbal cues and body language; gauge attitude, mood, and intentions; determine what it would take to get a subject to cooperate; or tease out and recognize clues of what a subject wants to conceal. HUMINT can notice signs of mental illness, but Psychotherapy would be needed to diagnose and treat a specific malady. If you also have Criminology, HUMINT can be used to compile a psychological profile to help find and identify a subject (see CRIMINAL PROFILING on page XX). Clues gained from HUMINT can enhance the use of Persuade by giving a bonus to the Persuade skill or letting you recognize when an interview subject has revealed something valuable. A subject who deliberately tries to deceive you can attempt a Persuade test to oppose your HUMINT (see OPPOSED ROLLS on page XX).

Law

Base rating: 0%. Using laws and courts to your advantage. Use it to get your way in court, to know or determine the correct procedures for handling evidence in a prosecution or a civil case (and how to undermine them), to bullshit your way out of legal trouble, or to assess and minimize legal risks.

Medicine

Base rating: 0%. The study and treatment of injury and illness. Use it to diagnose the cause of an injury, disease, or poisoning, to identify medical abnormalities such as toxins or diseases, to identify the cause and approximate time of death, to identify the type of weapon used to kill a victim, to identify a dead person's last meal, or to prescribe proper long-term care for a patient. By comparison, First Aid keeps a patient alive until surgery is possible, and Surgery corrects a severe wound so Medicine can be effective. (See HEALING on page XX).

Melee Weapons

Base rating: 30%. Lethal use of melee weapons in combat. Use it to hurt or kill an opponent with a weapon (knife, axe, club, etc.) instead of just posturing and threatening.

Military Science (Type)

Base rating: 0%. Knowledge of military techniques, traditions, culture, and regulations. Use it to identify threats in a battlefield, find accurate ranges, recognize weaknesses in a fortification or position, deduce the training level of a soldier or unit, reconstruct the events of a battle, and deploy forces advantageously in combat. Each type of Military Science is its own skill. The usual types include Land, Air, and Naval.

Navigate

Base rating: 10%. Finding your way with maps, charts and tables, orienteering, instruments, or dead reckoning. Failure means you need more time to get where you're going.

Occult

Base rating: 10%. The study of the supernatural as understood by human practices and traditions, including things like conspiracy theories, fringe science, and cryptozoology. This may encompass elements of the truly unnatural; but to confirm their true significance you need the Unnatural skill. Among other things you can use Occult to examine and deduce the intent of a ritual or to identify occult traditions, groups, grimoires, tools, symbols, and legends. Failure means incomplete understanding.

Persuade

Base rating: 20%. Changing another character's deeply-held decision or desire. Making a good first impression requires only CHA, not the Persuade skill. Use Persuade to get your way when the subject is so stubborn, or what you want is so valuable, or what you want to prove is so difficult or shocking that ordinary Charisma isn't enough. Charisma can change someone's mood; Persuade can change someone's mind. With Persuade you might convince a witness that what she saw was innocuous, not unnatural; or talk a detective into helping you cover up evidence for the greater good; or draw useful intelligence out of an unwilling interrogation subject. Having this skill also means you know how to resist persuasion and interrogation because you know the techniques and can use them against your persuader in opposed Persuade rolls (see OPPOSED ROLLS on page XX). Persuade can also be used to lie so convincingly that it opposes an attempt to see through the deception with HUMINT.

xxx SIDEBAR xxx

Interrogation

Interrogation is a special function of Persuade, used in conjunction with the HUMINT skill. Interrogation is a lengthy process of interviews and fact-checking. It requires building a rapport with an unwilling subject. "Bad cop" threats and browbeating may have their place, but they mainly work when one interrogator uses them deliberately to make a subject more receptive to the primary interrogator's aid and understanding.

Interrogation uses the Persuade skill. Each attempt takes a few hours. Success convinces the subject to provide some important piece of information. The subject may use Persuade to oppose it at the cost of 1D6 WP. A subject who runs out of WP cannot attempt to oppose it.

The HUMINT skill is needed to tell whether the subject is lying—or at least whether the subject thinks he or she is telling the truth. Sometimes noticing where and how the subject is lying can reveal its own clues. If Persuade succeeds but HUMINT fails, you get *something* out of the subject. Whether it's the truth remains to be seen.

Torture

Desperate interrogators sometimes resort to torture. Inflicting pain on the subject costs SAN for the victim (see page XX) and for the torturer (see page XX). It does 1D6 HP damage to the victim. (To keep the victim alive, apply First Aid after each bout of torture.) Torture adds +20% to a Persuade attempt. However, pain and panic often leave torture victims unable to discern the truth from whatever lie they need to tell to make it stop. That incurs a –20% penalty to a HUMINT attempt to tell whether the victim thinks he or she is telling the truth. The Handler always gets the final word on whether torture yields information worth having or the victim is screaming anything to make the pain stop.

‘Truth’ Drugs

There’s no such thing. There are drugs that relax inhibitions, cause delusions, cause forgetfulness, ease pain, cause pain—but none that can force someone to tell the truth. Using Pharmacy to administer drugs incurs a –20% penalty to the victim’s Persuade skill to resist interrogation, but it incurs a –20% penalty to a HUMINT attempt to tell whether the victim thinks he or she is telling the truth. Lacking the right Pharmacy skill or failing the roll means the drugs act as a poison with a Kill Damage rating of 5% (see DISEASES AND POISONS on page XX).

xxx END SIDEBAR xxx

Pharmacy

Base rating: 0%. Knowledge of drugs, from their ingredients and creation to their effects, uses, and misuses. Use it to identify and produce medicines and antitoxins—as well as the drugs needed to counter them. Identifying a drug typically requires at least 20% skill. Preparing a particularly powerful drug safely, such as one with psychoactive effects, typically requires at least 40% skill or a successful roll. Misusing Pharmacy is a quick way to kill a patient (see DISEASES AND POISONS on page XX).

Pilot (Type)

Base rating: 0%. Piloting, navigating and captaining waterborne, airborne or aerospace vehicles. Use it to keep a vessel safe in a crisis, such as through a storm or in a dangerous pursuit. Failure means damage to the vehicle. Each type of vessel is a separate skill: Airplane, Drone, Helicopter, Small Boat, Ship, Space Shuttle, etc.

Psychotherapy

Base rating: 10%. The diagnosis and treatment of mental illness. Use it to identify a mental disorder, help a patient recover from a trauma, to talk your partner down when insanity begins to take over, and to treat mental illness in the long term. It is impossible to use Psychotherapy on yourself.

Ride

Base rating: 10%. Safely handling, training, and riding an animal—horses, donkeys, camels, whatever you need to use. Use it to keep safe on an animal in a crisis and to keep riding animals safe, calm and healthy. Failure means harm to the animal or to yourself.

Science (Type)

Base rating: 0%. The deep study of the processes of the world. This isn't common schooling; anyone can attempt an INT test to remember a factoid from a high school science class. Use Science to understand or find a key insight about the way the universe works—or at least, the way it's supposed to work. Each type of Science is a separate skill: Astronomy, Biology, Botany, Chemistry, Engineering, Genetics, Geology, Mathematics, Meteorology, Physics, Planetology, Zoology, etc.

Search

Base rating: 20%. Finding things that are concealed or obscured from plain sight. Searching a scene may not require the Search skill, only time and effort or a sufficiently high INT. Use Search to find an object that was hidden with the Stealth skill, or is otherwise so well hidden or disguised that it needs an expert. The Handler may roll your Search attempt for you so you don't know whether you succeeded or failed.

SIGINT

Base rating: 0%. Signals intelligence, communications intelligence, electronic intelligence, and cryptography: surveillance of radio and digital communications and the making and breaking of codes such as one-time pads, substitution cyphers, and encryption algorithms. Often used in conjunction with Computer Science for hacking and Craft (Electrician) for installing bugs and wiretaps. Failure means you need more time to encrypt or decipher a communication.

Stealth

Base rating: 10%. Concealing your presence or activities. Use it to hide a pistol, camouflage a position, conceal a camera or microphone, leave an envelope at a dead drop unobserved, pick a pocket, move silently, follow someone without being seen, or blend into a crowd. A successful Stealth roll can be detected only by an opposing Alertness or Search roll (see OPPOSING TESTS on page XX). A failed roll is automatically detected if the observer is alert and wary, or can be detected with Alertness otherwise.

Surgery

Base rating: 0%. The treatment of an injury or abnormality by complex, invasive means. By comparison, First Aid keeps a patient alive until surgery is possible, and Medicine ensures long-term recovery. (See HEALING on page XX.)

Survival

Base rating: 10%. Knowledge of the wild and the natural world. Use it to find and follow tracks and trails, plan an expedition, find food, water, and shelter, predict weather, recognize when fauna or flora are behaving strangely, or use the environment to gather information.

Swim

Base rating: 20%. Most agents can easily swim in a pool for leisure. Use the Swim skill in a dangerous crisis: going a long distance in choppy water, keeping a friend from drowning, getting to a boat before the tentacled thing below gets to you, and so on.

Unarmed Combat

Base rating: 40%. Self-defense. A fight between untrained combatants often involves more shoving and shouting than physical violence. Use Unarmed Combat to hurt or kill an opponent with your bare hands, feet or head.

Unnatural

Base rating: 0%. Knowledge of the fundamental, mind-rending secrets of the universe. Use it to remember, recognize, or research facts about the things humans consider unnatural. This goes *far* beyond the occult, insomuch as Unnatural represents things that are *real*. Use it to sift through the darkest parts of myth and folklore and recognize which of it is true. Such knowledge is corrosive to the human mind. Your SAN score can never be higher than 99 minus your Unnatural skill rating.

DETAILED DESCRIPTION: BONDS

Bonds measure your agent's relationships with the vital people in his or her life: loved ones, family members, and very close friends and colleagues. A Bond can protect you from SAN loss (see PROJECTING ONTO A BOND on page XX) or it can offer a chance to suppress the effects of insanity (see SUPPRESSING INSANITY on page XX).

Bonds are not merely motivations or things your agent likes. They are your agent's connection to humanity. An agent with no Bonds is more susceptible to psychological trauma than one who has people waiting back home.

Your profession determines how many Bonds you start with. The more trying the profession, the fewer Bonds you've been able to maintain.

Each Bond begins with a score equal to your agent's CHA. Bonds' scores often deteriorate because of your involvement in Delta Green. A Bond increases if it is cultivated. A Bond can never have a score higher than your CHA. Any time CHA drops, each Bond drops by the same amount.

DEFINING BONDS

Name each Bond to give it context: "My Wife." "My Husband and Kids." "The Platoon." "My Ex-Partner in the LAPD." A Bond must be a real person or small group of people in your agent's life who are alive and can be interacted with. It's not abstract. It indicates specific people who are important to your agent and who depend on your agent.

SAMPLE BONDS:

1. Spouse or ex-spouse (individual)
2. Son or daughter (individual)

3. Favored parent or grandparent (individual)
4. Best friend (individual)
5. Long-time coworker or partner (individual)
6. Psychologist or therapist (individual)
7. Spouse and children (group)
8. Parents (group)
9. Siblings (group)
10. Colleagues in an intense, difficult job or avocation (group)
11. Church or support group (group)
12. Fellow survivors of a shared trauma (group)

BONDS WITH GROUPS OR INDIVIDUALS

Whether a Bond is a person or a group of people, a single score applies. If a Bond with a group drops, your relationship with each member of that group has deteriorated. And if anything happens to one member of the group to damage the Bond, that damage applies to the rest of the group as well.

A Bond with an individual is vulnerable in its own way. A Bond with an individual is destroyed if that individual dies or goes permanently insane. A Bond covering a group of people can't be destroyed unless every member dies or goes permanently insane. In either case, a Bond breaks if its score drops to 0.

BROKEN BONDS

When a Bond deteriorates, a relationship becomes strained. Exactly what shape that takes in play is up to you and the Handler (playing the NPCs).

Bonds sometimes fall apart because of events beyond your control. Your husband might leave for another woman. One of the members of your platoon might be killed. Your partner in Delta Green could go insane. If the disaster permanently removes the subject of the Bond from play, it is simply *gone*. If the Bond is somehow compromised but not permanently gone (say, your partner is in a coma), that reduces the Bond's value by 1D3. When a Bond falls to 0, the relationship has imploded beyond repair.

If you lose a Bond, cross it off. If you want to regain a Bond with that character or group you have to build it from scratch (see HOME on page XX for details). But don't erase the ruined Bond. After all, there's no forgetting a vital relationship that went bad.

EXAMPLE: *As a computer scientist, Louis' agent has three Bonds. They are his fiancée; a young son that he had in a prior relationship; and a small group of crackers and programmers that have remained extremely close since childhood. His CHA is 10, so each Bond starts with a score of 10.*

xxx BOXED TEXT xxx

A SPECIAL BOND: DELTA GREEN

Powerful Bonds form between people who have to look out for each other to survive. Only fellow veterans understand what you've done and suffered. Sooner or later you come to rely on them more than family.

Each time someone in your Delta Green team undergoes a catastrophic trauma, there's a chance you develop or deepen Bonds with your teammates.

Triggers include:

- One of you suffers temporary insanity
- One of you gains a new indefinite insanity
- One of you is incapacitated by injuries
- One of you dies
- Anything else the Handler considers a severe enough stress

After the crisis, when things are calm, you must make a Sanity test. There's no effect if it succeeds. If it fails, you gain a new Bond with each Delta Green teammate (up to five of them) who was present for the disaster and you increase the Bonds that were already there.

For each teammate with whom you don't already have a Bond, the failed Sanity roll adds a new individual Bond. Write the name and a note saying "Delta Green" next to it. Its value equals half your CHA. You immediately lose 1D3 points from one other (non-Delta Green) Bond of your choice.

For each teammate with whom you already have a Bond, the failed Sanity roll adds 1D3 to it and subtracts 1 from one other (non-Delta Green) Bond of your choice.

EXAMPLE: *On Louis' agent's first mission, one of his teammates is killed. Louis must make a Sanity test to see if he forms new Bonds with Clara and Daniel, his fellow surviving teammates. The Sanity test fails, so he gains new Bonds with Clara and Daniel with values of 5 (half his CHA of 10). Having gained two new Bonds, he loses 1D3 points from two of his other Bonds, or take both losses on one. He rolls a 3 for his Bond with his fiancée so it drops from 10 to 7; and he rolls 1 for his Bond with his son so it drops from 10 to 9.*

xxx END BOXED TEXT xxx

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MOTIVATIONS BEYOND BONDS

Many things keep us going through hard times. Faith, patriotism, obsessions, dedication to a cause. The unconditional love of a pet can be more powerful and healing than any of those. Those don't have the power of Bonds. Bonds are human beings. Delta Green is dedicated to protecting humanity, and Bonds are your connection to humanity. But other powerful motivations certainly play a role in your character.

Write down five of them when you describe details of your agent's life or add them later during play. Bring them up in scenes that explore your agent's life outside of Delta Green. Each time your agent hits the Breaking Point, remove one of those personal motivations as a symptom of the trauma.

xxx END BOXED TEXT xxx

DETAILED DESCRIPTION: FINISHING UP

Stats, attributes, skills and bonds can be confusing the first time you create an agent. Don't obsess over the numbers. Engaging with your agent as a *character*, not as a tool to "win" the game, is what makes the terrifying catastrophes of *Delta Green* matter.

To flesh out some details and make the agent engaging, write the following notes on the character sheet:

- The agent's name.
- A detail or two about the agent's age and appearance.
- A detail or two about the agent's personality, beliefs, hobbies and obsessions.
- Something you admire about the agent.
- Something you dislike about the agent.

EXAMPLE: *Louis' agent's name is Yusuf Massim. Looking at his stats, Louis says Massim is a thin, tall, gaunt fellow with an iron stomach who never gets sick. Louis decides Yusuf went into the army right out of high school for four years, then got a computer science degree, and has had five years of experience since then, so he's 31 years old. He works in the Cyberterror Division of the Department of Homeland Security as a computer specialist (his profession). After some thought, Louis decides he dislikes Massim's disconnection from his parents; he decides the agent cast his family aside for his career. Thinking up something he might admire, Louis says Massim is willing to stand up to any threat to protect his country.*

DAMAGED VETERANS

If your character is not yet part of Delta Green, you're done. But if you're playing a Delta Green agent, some past experience with strange, occult, or unnatural forces brought you to the Group's attention and made you willing to join them. You don't need to describe exactly what happened—save that for some quiet moment when you share terrible stories to bond with your fellow agents—but you need a sense of what

characterized that past investigation or encounter. Choose one of these four options and work with the Handler to build the details around it. For more experienced characters the Handler may make you do this more than once.

EXTREME VIOLENCE: Add +10% to your Occult skill. Reduce your SAN by 5. Subtract 3 from your CHA and from each Bond. You are Adapted to Violence (see page XX).

CAPTIVITY OR IMPRISONMENT: Add +10% to your Occult skill. Reduce your SAN by 5. Subtract 3 from your POW, which adds 3 to your Breaking Point. You are Adapted to Helplessness (see page XX).

HARD EXPERIENCE: Add +10% to Occult and +10% to any four skills other than Unnatural. Reduce your SAN by 5. Remove one of your Bonds.

THINGS MAN WAS NOT MEANT TO KNOW: Gain 10% in the Unnatural skill and add +20% to Occult. Reduce your SAN by your POW, gain one indefinite insanity caused by the unnatural (see page XX), and set your Breaking Point to your new SAN minus your POW.

***EXAMPLE:** Louis doesn't want to reduce Yusuf's POW or his individual Bond scores, so he decides Yusuf's induction into Delta Green happened after an extensive investigation that gained him hard experience. He adds +10% to Occult, making it 20%, and picks Alertness, Computer Science, Craft (Locksmithing), and Stealth to increase by 10% each, making them 50%, 80%, 50%, and 40% respectively. He chooses to drop his Bond with his fellow hackers, saying the operation resulted in one of them getting busted and now they won't have a thing to do with him. And he reduces his starting SAN from 60 to 55.*

WHY ARE YOU HERE?

Whatever traumas brought you to Delta Green, we know that they come to you for help. And that's because someone in the Group thinks you can be trusted to confront unnatural threats. Answer two key questions:

- Why does Delta Green trust you to keep its secrets?
- Why do you agree to help Delta Green and to keep its secrets?

xxx BOXED TEXT xxx

YUSUF MASSIM ('AGENT DARYL') AT THE BEGINNING

All the pieces are in place. Here's how Louis' character looks before his first mission. The Handler tells him he has a code-name within Delta Green: "Agent Daryl."

YUSUF MASSIM

Computer scientist, Dept. of Homeland Security, age 31; Delta Green Agent Daryl

STR 7, CON 14, DEX 12, INT 14, POW 12, CHA 10

HP 11, WP 11, SAN 55, Breaking Point 48

SKILLS: Alertness 50%, Computer Science 80%, Craft (Electrician) 30%, Craft (Locksmithing) 50%, Craft (Mechanic) 30%, Craft (Microelectronics) 60%, Firearms 40%, Foreign Language (Arabic) 40%, Foreign Language (Russian) 40%, Science (Mathematics) 70%, Science (Physics) 40%, Search 40%, SIGINT 50%, Stealth 40%.

BONDS: Fiancée (10), young son (10).

BACKGROUND: The hard experience that brought him to Delta Green removed a Bond (old hacker friends), reduced his SAN by 5, and boosted Occult, Alertness, Computer Science, Craft (Locksmithing), and Stealth.

xxx END BOX xxx

FACE GAMES

When we first started wearing the mask, it was a small thing. Something between two friends. OK, more than friends. Whatever. We loved each other. But it was a joke. Something funny. Put the mask on, stalk around the house not speaking to the other. Do the laundry in it.

Take a shower in it. Silent.

Where did the mask come from? I couldn't tell you. I didn't start asking until after. Why ask? When it showed up, it was fun. Not a big deal. Something to take the edge off.

We weren't supposed to be seeing each other, you see. A-Cell knew, but we didn't care. Anyway, when it did go bad, it fell to shit very quickly. Why else would I be here, right? Lucky to be alive. Yup.

There was a time when she tied me up while wearing the mask. Tied me up and made me lie there on the floor while she paced, naked, with a knife. I'm not going to lie, I liked it. I thought it was great, until the first cut.

Three hundred and forty stitches and nine hours of surgery later, here I am. Alive. She's gone. They found the mask in a sewer pipe a mile from the house. That's good, right? Maybe I'll see her again. Maybe she's still near.

My face is almost there, they say. Soon. Soon it'll be close to normal.

But it'll never be as smooth as that mask.

THE GAME

Delta Green is about cover-ups, insanity and death. The world is a lie. Beneath it, things squirm, struggling to punch through and raze everything. Once you see the outline beneath reality, it cannot be unseen.

Welcome to the truth.

That's what the dice are for: to stand for an indifferent universe where fear, courage and hope matter less than an atom in an ocean of stars. Still, you fight. For your family, your friends, your way of life. You fight to live one more day.

Here's how the game works.

USING SKILLS

Delta Green's rules focus on *skills*. The player decides what their agent attempts to do, the Handler determines what skill to use. In a typical mission, agents use many different skills.

The most important rule of the game is this: *The Handler determines if, when, and what you roll.*

If the Handler tells you roll a skill, it's a skill test. The dice determine success or failure. Roll two ten-sided dice to get a number from 01 to 00 (meaning 1 to 100). Roll your skill test rating or lower, and succeed; roll higher, and you fail.

If the Handler says a roll isn't needed, the skill rating itself determines success or failure.

RESOLVING A TEST WITHOUT DICE

If the Handler decides you don't need to roll, it comes down to what you're trying to do and how high your skill is. If the fact is common knowledge in your profession, or can be found with a little research, you might be able to get it by just expending time and effort, no matter how low your skill rating. If it requires special knowledge, you may need a certain amount of a skill.

If the Handler thinks a fact should be known by a history professor with at least 60% skill; then an agent with History at 60% or better knows the fact without even rolling.

Use the WHAT THE RATING REPRESENTS table for guidance. We reproduce it here from page XX.

SKILL RATING	WHAT THE RATING REPRESENTS
01% to 19%	Dabbler.
20% to 29%	A dedicated hobbyist; with a foreign language you can have rudimentary conversations.
30% to 39%	College minor or basic training.
40% to 59%	College major or years of experience; with 50% in a foreign language you have native fluency.
60% to 79%	Decades of experience or a graduate or doctoral degree.
80% to 95%	A lifetime's pursuit or multiple related doctorates.

EXAMPLE: Yusuf Massim, aka "Agent Daryl," is looking for a missing Delta Green agent, his mentor in the Group, code-named "Agent Clara." He's found her tablet computer, damaged from a sharp impact such as a fall, and spends the next few days taking it apart and repairing it. The Handler decides that's not a matter of luck, just time and talent, so it doesn't need a roll. It needs the Craft (Microelectronics) and Computer Use skills at 50% or higher. Agent Daryl has Craft (Microelectronics) 60% and Computer Use 80%, so he handily repairs Clara's tablet.

ROLLING DICE FOR A TEST

There are two criteria for rolling dice for a skill test:

ROLL WHEN IT IS DIFFICULT: A skill test means the agent is attempting something *difficult*. After all, even an expert in a skill might have only a 60% or 70% rating. Most agents get by with far less than that. A skill test is for a situation when even an expert might fail.

ROLL WHEN THE SITUATION IS UNPREDICTABLE: Having to roll means the situation is out of control. Randomness plays a major role. Surprising, possibly disastrous things can happen, no matter how skillful you are.

ROLL WHEN THERE ARE CONSEQUENCES: Failing a skill roll usually means ugly things are going to happen. Maybe failing at the crisis is the punishment—or maybe with a failed roll you succeed at what you're trying to do but the consequences will be severe. The fallout for each roll is up to the Handler.

EXAMPLE: *Agent Daryl has followed clues in his colleague's computer to a dilapidated townhouse. He stakes the place out until he sees a suspicious-acting man come and go who seems to be the resident. Daryl follows the man. The Handler says that needs a roll because the outcome is unpredictable—there are so many variables on the street—and the target is wary. Agent Daryl must roll a Stealth test. If it fails, the target notices him.*

IF YOU DON'T HAVE THE SKILL

If you have a 0 in a skill, you can't even *attempt* to use it. It requires specialized training or education that you lack.

USING A STAT

If you're trying to do something that anyone ought to be able to do—something that's hard but doesn't require the special training of a skill—then the Handler might look to one of your stats instead for a stat test. A stat test is the relevant stat × 5. (So with a STR of 11, your STR test is at 55%.)

Use STR if the challenge requires physical power, CON if it requires endurance, DEX if it requires agility, INT if it requires attention to detail, POW if it requires mental resilience, or CHA if it requires charm.

If the situation doesn't require dice, then the stat test itself may tell the Handler whether you succeed. Does it need someone with at least average Strength? Then you need a STR of 9 or more. If it needs someone with above-average Intelligence, you must have an INT of at least 13. If only one person in a hundred would have enough stamina, you need a CON of 17 or 18. (See DETAILED DESCRIPTION: STATISTICS on page XX.)

BONUSES AND PENALTIES

Having to make a skill test in the first place means there's a substantial chance of failure. But if the odds are really against you, the Handler might impose a penalty, down to a minimum chance of 1%. If the situation is a little more in your favor, the Handler might give you a bonus, up to a maximum chance of 99%.

In most cases, if a bonus or penalty applies it's +20% or -20%. If it's outrageously hard or easy it may be +40% or -40%.

BONUS OR PENALTY	FREQUENCY	DESCRIPTION
+40%	Rare	You <i>almost</i> shouldn't even need to roll.
+20%	Uncommon	Circumstances are noticeably in your favor.
No modifier	Most circumstances	<i>The action is difficult and unpredictable.</i>
-20%	Uncommon	Circumstances are even worse than usual.

-40%	Rare	You <i>almost</i> shouldn't even need to roll.
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Who Rolls?

A group of agents is searching the cult leader's office. Who makes the Alertness skill roll to spot the tripwire? Good question.

If it's a task where having more help is useful, use the highest skill among the team.

If it's a task where a crowd is a hindrance, use the lowest skill among the team.

If it's a task where you need to know whether every agent succeeds or fails ("How many of you get a good look at the thing in the shadows?"), each player rolls.

Success and Failure

On any roll, there are only four outcomes possible. From best to worst they are: *Critical Success*, *Success*, *Failure*, and *Fumble*. Ordinary success and failure are most common. Critical successes and fumbles represent exceptionally good or terrible outcomes.

Critical Success

A critical success is a roll of 01 or any success where the dice match each other. So if your skill is 50%, you achieve a critical success with a roll of 01, 11, 22, 33, or 44. A critical success automatically succeeds, and exceeds, expectations. A critical success is *twice as good* as an ordinary success. What twice as good means must be taken in context of the action: In combat, for instance, a critical success means double damage, but during an investigation the action may take half as long.

Success

A success is a roll that's *equal to or less than* the test chance. With a success, you accomplish what you set out to achieve.

Failure

A failure is a roll that's *higher* than the test chance. It means you fail to achieve what you wanted. Sometimes that means you suffer harm.

There may be times when a failed roll means you achieve what you wanted—but it comes with an unpleasant complication. The Handler always decides whether that's the case and what the cost will be. For a few possibilities see the effects of fumbling a roll.

Fumble

A fumble is a roll of 00 (100) or any failure where the dice match each other. So if your skill is 50%, you fumble on a roll of 55, 66, 77, 88, 99, or 00. A fumbled roll fails no matter how high your chance of success, and has additional, catastrophic consequences or complications.

In a car chase, a fumble might mean you wreck your car. In a gunfight, your weapon might jam or you might accidentally shoot yourself. The exact complications are up to the Handler. Here are some possibilities.

PHYSICAL STRAIN: Lose 1D6 HP *or* temporarily lose 1D3 STR, CON, or DEX.

EMOTIONAL BURNOUT: Lose 1D6 Willpower *or* temporarily lose 1D3 INT, POW, or CHA.

ALIENATION: Lose 1D3 from a Bond *or* alienate an important NPC.

EXHAUSTION: Immediately become exhausted (see page XX).

DISTRACTION: Suffer a -20% penalty to your next test.

CONFUSION: You make a major error and gain false information.

THE LUCK ROLL

Often events come down to pure chance. Are the neighbors home when you break down the apartment door? Does the stolen car have a first aid kit in the trunk? Does a bullet find you when an unexpected hail of them erupts? If the Handler calls for a Luck roll, there's a 50% chance that things go your way. It doesn't depend on psychic talent or your connection with the cosmos or anything else. Just roll the dice. With a critical success or a fumble, your luck is extra good or bad.

TIME REQUIRED

In an operation, speed counts. The Handler determines how long it takes to perform a test.

TURNS: It takes a few combat turns (see THE TURN on page XX) or, at *most*, sixty seconds. Combat, some skill tests and most stat tests are resolved in turns.

MINUTES: It takes a few minutes. You can't do it in combat, but otherwise you can get through it rapidly. Many skill tests are resolved in minutes.

HOURS: It takes hours. Often this means "all afternoon" or "all morning"; you can typically attempt only two to four such tasks per day (or another one or two if you go without rest; see EXHAUSTION on page XX).

DAYS: It takes a day or more. Some extended skill tests, requiring multiple tests, take days.

LONG-TERM: Efforts that take place outside normal gameplay, like research and training, fit here. It could be a week, a month, or years. It's up to the Handler.

OPPOSED TESTS

An opposed test is when a rolled test tries to interfere with another rolled test. This might be an agent rolling HUMINT to sense the lies in a suspect's Persuade roll; an agent catching up to a pursuer with opposed Athletics tests; a degenerate cultist trying to wrestle a sacrificial victim to the ground in opposed Unarmed Combat tests; an agent's Dodge test trying to oppose an alien monstrosity's attack roll.

Usually skills oppose skills and stats oppose stats. A stat opposes a skill only when one character must use very special knowledge or training (and therefore rolls a skill) but the other does not (and therefore rolls a stat). But the Handler always has discretion over whether your skill or stat can oppose the other roll.

By their nature, opposed tests are very unlikely to succeed. Not only must your roll succeed, but you must overcome the opposition's roll as well. If one of the opponents is an inhuman creature with a skill or stat rating greater than 99%, things get even harder. See INHUMAN SKILLS on page XX.

Sometimes skills oppose each other but nobody needs to roll for a test (see USING A SKILL WITHOUT ROLLING on page XX). In that case the higher rating wins.

OPPOSED TEST OUTCOME	Opponent Succeeds	Opponent Fails
You Succeed	A critical success beats a success. Otherwise, whoever rolled higher succeeds and the other fails.	Your action succeeds and the opposed action fails.

You Fail	You fail to stop the opposed action.	Nobody succeeds; or whoever rolled lower succeeds and the other fails (Handler's choice).
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CHASES

A chase is a series of opposed tests. The most basic chase is a single test for each side, pursuer and quarry. If the quarry wins, he or she escapes and the chase ends. If the pursuer wins, he or she (or it) runs the quarry down and the chase ends. Up-close combat begins unless the quarry surrenders. (The initial range of the fighting is up to the Handler. The chase may end with immediate hand-to-hand combat or there might be a gap at first.)

A more prolonged chase, one with good visibility and mobility, may require two wins by one side or the other. Wins cancel each other out. If the pursuer wins one but the quarry wins the next, that cancels out the pursuer's win. Then the quarry needs to win twice more to escape. An especially wide-open chase might require three wins to either catch up or escape.

A critical success with a chase test counts as two wins. A fumble means taking 1D6 damage from tripping and falling, damaging your vehicle or twisting an ankle so each subsequent attempt is at -20%, drawing police after you by smashing through a crowd, or some other disaster that the Handler imagines.

WHICH SKILL APPLIES: A chase on foot requires Athletics; one in vehicles uses Drive Auto, Pilot, or even Drive Heavy Machine; in the water it uses Swim; on horseback it uses Ride.

ADVANTAGES: Having multiple pursuers who work in concert (whether they're in sight of each other or have constant radio contact), having air support in radio contact, or being substantially faster grants a +20% bonus to each chase test. Those advantages are cumulative up to +40%.

SEEKING AN EDGE: Once during a chase, pursuer or quarry may attempt to gain some advantage by testing a skill that applies to the situation, such as Alertness, Navigate, Stealth, Survival, or Tactics. Success grants a +20% bonus to the next chase roll. Failure incurs a -20% penalty. A fumble means the next chase roll automatically fails.

THREE-PARTY CHASES: What happens if you're chasing a suspect or witness and the police are chasing you? It works like a normal chase, but your pursuers compare their chase rolls to yours to see if they keep up or run you down.

EXAMPLE: *Agent Daryl is chasing a motorcycle-riding suspected cultist. He is driving an SUV and has Drive Auto at only 20%. He is supported by another agent in a second car in radio contact. That grants a +20% bonus. The cultist has Drive Auto 50%. The chase is in a sprawling industrial area with long streets and fair visibility, so the Handler says the chase needs two wins by one side or the other.*

In the first set of opposed chase tests Daryl rolls 36, succeeding. The cultist rolls 62, failing. Daryl wins the test and gains on his quarry. With another win he'll run the cultist off the street or trap him in a corner.

Before the second set of tests Daryl attempts an Alertness roll to gain an edge, watching for alleys that connect the industrial parks. His Alertness skill is 50% but he rolls 58, failing. That incurs a -20% penalty to his next chase test.

For the second set of chase tests, Daryl rolls 38, failing thanks to the penalty—he must have lost sight of the cultist while trying to find shortcuts. The cultist rolls 33, a critical success! That counts as two wins, which cancels out Daryl's earlier win and gives the cultist a one-win lead.

For the third set of chase tests, Daryl rolls 45, failing. The cultist rolls 49, succeeding—and escapes altogether.

WILLPOWER

Willpower is mental fuel. Agents require Willpower points to keep going, to resist unwanted persuasion, to resist the effects of indefinite insanities, and on rare occasions to resist or enact unnatural rituals.

LOW WILLPOWER POINTS: When your WP hit 1 or 2, you have an emotional breakdown. You suffer a –20% penalty to all actions until your WP rise above 2.

RUNNING OUT OF WILLPOWER POINTS: When Willpower hits 0, you collapse, completely incapacitated and perhaps unconscious. Work out the details with the Handler. You completely lose control of your agent until Willpower returns to 1 or higher. An agent with 0 Willpower cannot succeed at *any* tests—including Sanity tests.

REGAINING WILLPOWER POINTS: When you get a full night's sleep (but no more than once in a 24-hour period), you regain 1D6 WP.

EXHAUSTION

What happens when you push yourself or attempt to keep yourself going with drugs? Nothing good. After working CON in hours, you lose 1D6 WP and are exhausted. You suffer a –20% penalty to all skills, stat tests, and Sanity tests until you get a full night's rest. If you keep going, you lose another 1D6 WP after another CON in hours. If the work is physically excruciating—running or fighting—exhaustion may take minutes rather than hours. When in doubt, a CON test can decide if exhaustion has set in.

STIMULANTS: Taking stimulants or chain-smoking offsets the exhaustion penalty by 10%. Harder, illegal drugs offset it by 20%. Both last 2D6 hours. During this time you can't sleep even if you try.

You can take more to keep going longer. Every time you take another dose you lose 1D6 Willpower Points and keep going for 2D6 hours. As soon as you hit 2 Willpower Points you have a meltdown (see **RUNNING OUT OF WILLPOWER** on page XX).

If you gain a new indefinite insanity while frequently using stimulants, the Handler has every reason to say your insanity takes the form of addiction to them or a phobia against them. (See **INDEFINITE INSANITY** on page XX.)

EXAMPLE: *Agent Daryl has found another suspect and follows him around the city. His quarry is in no hurry. He stops for a few minutes here, a few hours there. Daryl's CON is a respectable 14, but even he has limits. After the 14th hour of pursuit he loses 1D6 WP. He rolls a 4 and his WP drop from 12 to 8. He's also exhausted and at a –20% penalty to all actions. But he still has a bottle full of amphetamines that Agent Clara gave him on their last operation. Those remove the –20% penalty for 2D6 hours; the 2D6 come up 5. Daryl is alert when the subject starts moving again in hour 17 of his pursuit. At last he stops at the Temple of the New Light, some kind of New Age outfit in a thick concrete building. Agent Clara's notes say she suspected this place of evil deeds. Still buzzing from the drugs, Daryl follows his quarry inside.*

SLEEPLESSNESS AND DRUGS

Traumatized agents often have trouble sleeping. The first time you try to sleep after having suffered temporary insanity (see **TEMPORARY INSANITY** on page XX) or after gaining a new indefinite insanity (see **INDEFINITE INSANITY** on page XX), you must make a Sanity test. If it fails, you wake repeatedly in terror and lose the possibility of resting or regaining any Willpower Points for 24 hours.

SEDATIVES: You can drink heavily or take sleeping pills to try to sleep despite trauma. This gives you a +20% bonus to the Sanity test to get to sleep. If the test fails anyway, you get no rest even though you took too many sedatives. In addition, you're sick the next day, at a –20% penalty to all tests until you

manage a full night's rest. If you gain a new indefinite insanity while frequently using sedatives, the Handler has every reason to say your insanity takes the form of phobia against sedatives or addiction to them.

THE LAST GO ROUND

He was smiling when I shot him in the face. A neat little black gap appeared just over his mouth but beneath his nose, like a hole poked through a mask, and his head spat out a gout of red and pink all over the wall behind him. It slid down the bricks like a slug. This all seemed to happen very, very slowly.

He slid a little bit to the side, head drooping, eyes open but glazed, but he didn't fall. It was over.

I felt the movement of air and turned to find the coffee house suddenly empty. The pistol looked huge, comedic almost, smoking in my hand. I spun, waving it around, shouting.

The woman behind the counter had covered her ears, fingers lost in dreadlocks, and then dropped out of sight. I shouted things I couldn't hear because my ears were shrieking. Don't move, I think I said. Don't look. Don't.

I crouched and snatched up the doll which had dropped to the ground from his dead hand. It was rough-made. Straw with pin-eyes and a ragged jacket. A straw woman in a sport coat, as made by a poor child in some third-world hellhole. A little sport coat made of tan suede.

Just like the patch I found missing from my tan suede jacket last month, when the dreams began.

Have you ever dreamed about killing, skinning and eating your child? Because I have. I've dreamed it every day since that break-in. I dream it whenever I close my eyes.

I lifted the barrel and shot him one more time, and the empty meat jumped. The body slid out of the booth, wiggling, and flopped to the ground.

"FUCK YOU," I yelled, and heard only the bass in my head over the tinny shriek of the gunfire.

I wiped my mouth with my sleeve, smelling gun smoke, and was suddenly stung by something small and hard spattering my face. A pock-marked hole had appeared in the brick wall kicking up dust. Then another one. Higher, small and circular, with the curly cue of a cloud of dust swirling from it.

Then I heard CLAP CLAP CLAP. Little faraway sounds.

The cop looked like a pop-up target, hunched in the door, pistol out in front of him smoking and spitting a lick of flame with each shot.

I shot the window above his head and it exploded and the fat cop stumbled backwards out the door and fell to the ground outside.

"I DON'T WANT TO KILL YOU!" I screamed, and then moved through the back of the kitchen before a terrible thought struck me. I froze, gun dangling, looking at some stupid hippy shit in the sink.

What if the dreams don't stop? What if. What if. What.

COMBAT

A serious fight, where people are trying to really kill each other, is chaotic, frightening, and fast. That's what these rules represent. Being skilled, having better weapons, or being in a superior position helps, but the inescapable randomness of combat can claim even the most skilled combatant's life.

Lovecraft's fiction presaged humanity's urge to reduce any confrontation with the unnatural to base combat. "The Shadow Over Innsmouth" features a massive military assault on a U.S. town. The artist in "Pickman's Model" blazes away with a revolver when the ghouls come. In "The Call of Cthulhu", Inspector Legrasse leads a raid on a Cthulhu cult that turns into a pitched battle. Johansen on the *Alert* rams his ship *through Cthulhu itself*.

The only thing that has changed between Lovecraft's day and ours is mankind's certainty in its own power. We are more effective at killing now, but only at killing one another.

Humanity's advances in weaponry are as ridiculous to the unnatural forces that control the universe as an ant wielding a pebble is to the bulldozer razing the field the ant hill stands in. Combat rarely resolves any unnatural threat.

Delta Green fights on.

THE TURN

All combat is measured in *turns*. A turn is a few seconds, as long as it takes everyone in a combat to complete a single action.

The Handler counts down by DEX for all characters, from the highest to lowest. Each character acts when his or her number comes up. If DEX scores tie, the actions occur at the same time, or, by whomever has the highest skill. As always, the Handler decides what is rolled and when.

During a turn, a combatant can attempt *one* of the following actions:

AIM: Sacrifice one turn to aim a single ranged or melee attack, and gain a +20% to hit next turn. Aiming requires no roll. After you attack, or if you suffer any damage before you attack, the bonus is lost.

ATTACK: An "attack" encompasses anything from firing an anti-tank missile to throwing a punch. The "standard" attack (ranged or hand-to-hand) is a skill test to see if you inflict damage on a target, based on whatever weapon you're using. (Even if you succeed, the target might somehow elude harm due to protection or movement.)

With a semi-automatic firearm, an attack usually represents firing three shots in quick succession, hoping one or more of them hits. A revolver uses two shots. The attack uses only one shot if you aimed before firing or if you're using a weapon that can fire only one shot at a time, such as a pump-action shotgun or a bolt-action rifle. In any event it's a single attack roll and a single damage roll.

With a melee weapon or unarmed combat, your attack roll also protects you from melee or unarmed attacks in the same turn. Treat each attack against you as an opposed roll against your attack roll. If it fails to overcome your roll, it misses.

CALLED SHOT: A called shot is an attack to a particular portion of a target's body (the head, the hand, the leg). A called shot allows you to shoot someone in the leg to avoid body armor, or roll a grenade just far enough to bypass cover which might be protecting a target. A called shot is more difficult than a standard attack, so it has a penalty:

Partly Covered or a Half Target: –20%. If the target is partially covered or you need to hit the upper or lower half, the called shot is at –20%. *Examples:* trying to "shoot low" to avoid body armor; shooting a target who is lying on the street behind a curb; throwing a grenade into a narrow space.

Mostly Covered or a Minimal Target: –40%. If the target is mostly covered or you need to hit a particular body part, the called shot is at a –40% penalty. *Examples:* trying to shoot the head or a particular hand; throwing a grenade through a small hole in a wall.

DISARM: An attempt to remove or knock away an object from the target's control using the Unarmed Combat skill. This is possible only if you have both hands free and are in hand-to-hand range. If your roll succeeds, the target automatically gets a Melee Weapons roll—which doesn't require an action—to oppose the disarm attempt. If you win, the target drops whatever you're trying to make them drop.

DODGE: This is a Dodge skill test to get out of the way when an attack is coming at you. This is an opposed test pitting your Dodge skill against the attack roll. If your roll overcomes the attack roll, you avoid harm.

You can attempt to Dodge even if it's not yet your turn to act in DEX order. If you do this, your Dodge attempt becomes your action for that turn.

You must know an attack is coming in order to Dodge it. That means you must see or at least hear the attacker. What if it's a thrown weapon or an arrow? If you know it's coming, you can try to Dodge it. The Handler decides what can and can't be detected.

Nobody can react as fast as bullets and shrapnel fly, but you can use Dodge to scramble for cover. If you're within about 3 meters of cover and you know the attack is coming, you can make a Dodge roll to get behind the protection of cover before the gun fires or the grenade explodes.

Dodging can oppose one attack roll per round. But if it lets you get behind cover, of course, the cover protects you until you leave it.

ESCAPE: A roll to escape from being pinned. Roll your choice of STR×5, DEX×5, or Unarmed Combat. If your roll succeeds, your opponent gets a free roll of either STR×5 or Unarmed Combat (whichever is better) to oppose it. Success means you escape and can act next turn. Fail and remain pinned.

FIGHT BACK: If someone attacks you unarmed or with a melee weapon (not a ranged attack or an explosive), you can fight back. Fighting back is an Unarmed Combat or Melee Weapons roll opposing your attacker's roll. You can attempt to fight back even if it's not yet your turn to act in DEX order. If you do this, fighting back becomes your action for that turn.

You must know an attack is coming in order to fight back. If the attack occurs before you realize the enemy is there—the enemy's Stealth beat your Alertness, for instance—you can't do anything about it.

Choose one action for fighting back: attack, called shot, disarm, or pin. If your roll beats the attack roll, you take no damage and your action takes effect.

When two or more fighters gang up on one, each must beat the target's single Fight Back roll to inflict damage. The outnumbered fighter can only damage one target with the Fight Back action.

MOVE: An action that moves you a significant distance. Can you get from *here to there* in one turn? Ask the Handler. As a rule of thumb it's about 10 meters jogging, 20 meters running, or 30 meters sprinting.

Usually moving requires no roll, but you may need to make a DEX×5 test to keep your footing, especially if you're running or sprinting. If you fail, you fall prone and must spend a turn getting up.

If there's a source of cover at the end of your move, getting behind it elevates you from "Exposed" to "Armored" (see PROTECTION IN COMBAT on page XX). This can give you protection against firearms and explosives—if you're already behind cover when the attack happens.

There are often "edge cases" when it comes to movement in combat. If you're near an enemy, can you take a few steps and still make an attack? That's up to the Handler and common sense. As a rule of thumb, you can move about 3 meters while performing some other action.

PIN: An attempt to immobilize a target, either on the ground or up against something, using Unarmed Combat. This is possible only if you have both hands free and are in hand-to-hand range. If your roll succeeds, the target automatically gets an opposing Unarmed Combat roll, which does not count as an action, to prevent the pin. If you win, the target is pinned. You can attack the pinned target in later turns.

Unarmed or melee weapon attacks against a pinned target are at a +20% bonus.

A pinned target can try to escape once per turn (see the ESCAPE action on page XX) but can do nothing else.

WAIT: You can choose to wait to take any action after your DEX order comes up. At any time before your next turn, you can insert your action *before* the next action in order. You can't wait until another character acts and then jump in before it's resolved, but you can jump in before the other character's turn comes up.

ANYTHING ELSE: Drink a test-tube full of a glowing liquid, throw open an unlocked door, hit ENTER on a keyboard, grab a rope, reload a gun, stand up from a prone position—anything that takes a moment's concentration. The Handler decides whether it requires a stat or skill test.

MULTIPLE ACTIONS

You can take a single action per turn. If you're using a weapon like a submachine gun or a rocket launcher, you might hit multiple targets, or one target multiple times, with a single roll (see KILL DAMAGE on page XX), but it's always just one action per turn.

If this seems counterintuitive ("a good boxer can throw three jabs a second!") don't think of every roll as a single action but as a few seconds of fighting or moving. After all, you don't roll separately to brake and turn the car with a Driving roll.

ATTACK ROLLS

An attack roll is a skill roll. The target can fight back or attempt to dodge the attack.

RANGED COMBAT

In the modern era, ranged combat means guns (and explosives). If you want to avoid getting shot, get behind cover fast—that's the only way your Dodge skill helps. This is why people become nervous when guns come out.

EXAMPLE: Yusuf Massim, code-named "Agent Daryl," confronts three Seers of the New Light, members of a murderous cult, standing over the corpse of his mentor "Agent Clara." Daryl has his pistol drawn. His DEX is 12 and the cultists' DEX scores are 13, 11, and 9. First to act is the cultist with DEX 13. He rushes at Daryl, trying to subdue him with the pin action. The cultist has 40% in Unarmed Combat and rolls 9, succeeding. But Daryl automatically gets to attempt an Unarmed Combat roll to avoid being pinned. His skill is only 20% but he rolls 18, succeeding and rolling higher than his attacker. He wriggles out of the cultist's grasp.

Next it's Daryl's turn at DEX 12. He wants to shoot one of the cultists—the attack action using his pistol. The Handler says he can only try to shoot the one who is wrestling with him. Daryl has 40% in Firearms and rolls 31. That cultist already acted this turn so he can't do anything to avoid it. Daryl rolls high damage and the cultist goes down.

The other two cultists act at DEX 11 and DEX 9. Each uses his action to produce a long, curving, razor-sharp dagger and move close enough to strike. They clearly are insane and fanatical. But the Handler says that's all they can do.

The first turn ends.

HAND-TO-HAND COMBAT

Hand-to-hand combat unarmed or with melee weapons is a set of opposed actions. The attacker rolls to hit the target and (most of the time) the target opposes the roll by fighting back. Whoever wins the exchange does damage.

EXAMPLE: Agent Daryl faces two knife-wielding cultists who have Melee Weapons skills of 40%. Daryl goes first. He shoots at one of them and misses. They rush him and attack. The first rolls 43, failing, but the next rolls 37. Daryl already attacked so he can't try to avoid it. He takes damage from the knife.

CRITICALS AND FUMBLES IN COMBAT

An attack roll that's a critical success (see page XX) is a *critical hit*. A critical hit inflicts double damage.

EXAMPLE: Agent Daryl shoots at the nearest cultist again. This time he rolls 22: a critical success! Normally Daryl's pistol would inflict 1D10 damage, but for a critical hit it's doubled. He rolls a 4 and doubles it for 8 HP damage. The cultist drops.

An attack roll that *fumbles* (see page XX) is very bad news. The exact outcome depends on the circumstances and the creativity of the Handler.

Suggested combat fumbles:

1. Your gun misfires, requiring 1D4 turns to clear it; or you drop your weapon and must take a turn to pick it back up.
2. You accidentally hit a friend, a bystander, or yourself.
3. You leave yourself open so the next attack against you is at +20%.
4. You trip and fall flat on your face.

EXAMPLE: Agent Daryl just attacked and now it's the last cultist's turn. He attacks with his knife and rolls 55. That's higher than his 40% skill and it's doubles, so that's a fumble. The Handler decides he stumbles over the bodies of his friends and falls prone.

ATTACK MODIFIERS

If you make an attack roll, it means the situation is out of control and you're desperately trying to keep it in hand. Bonuses and penalties in combat apply only in extraordinary circumstances. No matter how many bonuses or penalties apply, a critical success automatically hits and a fumble automatically misses.

CIRCUMSTANCE	+20% BONUS	-20% PENALTY	-40% PENALTY
Very Long or Very Short Range	Shooting at point-blank range (3 m. or less)	Beyond base range (up to 2×)	Beyond 2× base range (up to 5×)
Unusual Target Concealment or Visibility	Using a laser sight (see page XX)	Terrible visibility due to smoke or darkness	Little to no visibility
Called Shot or Area Attack	Area weapon with a Kill Radius of 10 m. or more (see page XX)	Target about half covered or smaller than a human body (see page XX)	Target mostly covered or very small (see page XX)
Unusual Target Condition—Ranged Attack	Target standing totally still	Target prone; target taking the "Move" action to jog or run instead of fighting	Target moving at great speed
Unusual Target Condition—Melee Attack	Target held down or standing totally still	Target in a vehicle	

Unusual Attacker Condition	Carefully aiming for a full turn	Suffering from pepper spray; shocked by a stun gun; exhausted or carrying an excessively heavy load; in freezing conditions without the right equipment	Suffering from tear gas; staggered by a stun grenade
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SURPRISE ATTACKS

Combat is chaotic and random. If you're out to kill someone who's totally unaware of you or helpless, and nobody is trying to stop you, that's not combat. You may not even need to make any rolls. The Handler decides when it's combat and when it's just murder.

TARGET IS TOTALLY HELPLESS—BOUND OR ASLEEP: No rolls are needed to murder the target.

TARGET IS ACTIVE BUT UNAWARE AND COMBAT HAS NOT YET BEGUN: Make an attack roll at +20%. Any success is a critical hit. If it fails, you flinch and miss.

ATTACKING IN A CHASE

After each set of opposed tests in a chase (see CHASES, page xx), the pursuer and the quarry can try to make ranged attacks against each other, but it's distracting and risky. The attack must use a weapon that needs only one hand, is at a –40% penalty to hit, and incurs a –20% penalty to the next chase test. An attack by a passenger is at –40% to hit but it can be with a two-handed weapon and doesn't penalize the next chase test.

DAMAGE

Combat is about inflicting damage. Each attack has a damage rating measured in dice. When you hit, roll your weapon's damage dice to determine damage. For example, a 9mm pistol's damage is 1D10; if you shoot someone with it, roll 1D10 for damage and subtract it from their HP to see how badly you hurt them.

Most people who get hurt collapse in panic, even if it's a flesh wound. It's very rare for someone to stand and take punishment until he or she drops dead. Be sure to play your character's reaction to injury convincingly.

SAMPLE WEAPONS	DAMAGE
Bare hands	1D3
Brass knuckles or steel-toe boot	1D4
Taser	Stun
Ordinary knife or hatchet	1D4
Combat knife or nightstick	1D6
Tomahawk, machete, or baseball bat	1D8
Small-caliber pistol	1D8
Pistol	1D10
Carbine or very large pistol	1D12
Rifle	1D12+2

Shotgun blast, up close	2D10
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DAMAGE BONUS: Unusually high or low Strength modifies the damage of hand-to-hand attacks.

STR 1-4	STR 5-8	STR 9-12	STR 13-16	STR 17-18
-2 damage	-1 damage	no modifier	+1 damage	+2 damage

STUN: Stun attacks startle and impair. When stunned you can't act. Once per turn, when it's your time to act, you may attempt a CON×5 test to recover and act normally. Losing half your *current* HP or more in a single attack stuns you.

UNCONSCIOUSNESS: If you are reduced to 2 HP or fewer, you fall unconscious. An unconscious agent is helpless and can be killed with a single attack without having to roll. At 3 HP or more (or after an hour passes if the Handler thinks it's appropriate), you regain consciousness.

PERMANENT INJURY: Any time you are reduced to 2 HP or fewer, make a CON×5 test. Failure indicates permanent injury. The Handler selects a stat that is *permanently* reduced by the number on the *lowest ten-sided die of the failed CON×5 roll*, down to a minimum score of 3. Adjust hit points if STR or CON drop.

DEATH: If an attack brings your agent to 0 HP, he or she dies. Characters cannot go below 0 HP.

HEALING

There are four types of healing: *Resuscitation*, *Stabilization*, *Treatment*, and *Recuperation*.

RESUSCITATION: Sometimes it's possible to resuscitate a dead character. If the Handler thinks the injuries are too severe to even try, the patient is beyond saving. If the Handler thinks resuscitation is possible, someone must make a First Aid test to stabilize the victim (see *Stabilization*). This must occur within the victim's CON in minutes after the victim hits 0 HP. If it succeeds, it restores the patient to 1D3 HP (doubled for a critical success) and allows the patient to recover. If First Aid fails, the result is again up to the Handler and common sense. Maybe with just the attempt (as long as it's not a fumble) the victim survives for an hour and can be saved with a successful Surgery test. Or maybe the victim dies right there.

STABILIZATION: Stabilizing a wounded character with a successful First Aid test immediately heals 1D3 HP. A critical success doubles the amount healed; a fumble with First Aid *inflicts* 1D3 HP damage. Once you've received first aid, success or failure, you can't benefit from it again until you suffer damage again.

TREATMENT: Treatment is medical care in a hospital or aid station with extensive tools and medicines. Once per week, a doctor can attempt a Surgery or Medicine test: Surgery for critical care of severe wounds (a character at half HP or below); Medicine for poisoning, disease, and ongoing healing. If treatment succeeds, the patient recovers 1D4 HP. This is doubled with a critical, while a fumble *inflicts* 1D4 HP damage.

RECUPERATION: Over time, the human body repairs itself. A patient who rests in a safe place with proper food and water can attempt a CON×5 test once per day to recover 1 HP (on top of any HP recovered due to medical treatment). On a critical success, the patient regains 1D3; on a fumble the patient loses 1 HP.

COMPLICATIONS: After treatment, and until the patient heals all lost hit points, undertaking any strenuous activity (any physical stat or skill test) inflicts 1D4 HP damage as sutures rip, broken bones shift, or fever sets in.

RECOVERING STAT POINTS

Unless the Handler says otherwise, temporarily lost stat points typically come back at 1 point per day.

KILL DAMAGE

Certain attacks inflict damage well beyond the possibility of survival; a burst of heavy machine gun fire or an artillery shell makes fast work of human anatomy. Rather than rolling many dice for damage or many separate attacks, a weapon like this has a Kill Damage rating.

On a successful attack with a Kill Damage weapon there's a chance you kill the target outright. Instead of rolling normal damage, roll percentile dice for the weapon's Kill Damage rating. If the Kill Damage test succeeds, a human target immediately drops to 0 HP. If the Kill Damage test fails, add the two dice together as if they were individual D10s and apply *that* as HP damage. A critical hit with a Kill Damage attack doubles the Kill Damage rating for roll for the target.

EXAMPLE: *Agent Daryl has finished off the third cultist from the shootout and gone deeper into the lair of the Seers of the New Light. He comes upon a room with six cultists inside, meditating and unaware. He knows how fanatical they can be so he doesn't want to try subduing them with just his pistol and threats. Instead he tosses a hand grenade into the room. The Handler says he doesn't even need to make an attack roll since he can take his time. The grenade has a Kill Damage rating of 10%. Daryl rolls percentile dice for the first victim and scores an 81. That's higher than the Kill Damage chance, so the grenade fails to kill the cultist outright. Instead Daryl adds the dice together for hit point damage: 8 + 1 = 9 HP. The cultist had 10 HP so he falls unconscious, maimed in the blast. The rest don't fare much better.*

KILL RADIUS

If a Kill Damage weapon has a Kill Radius, a successful attack inflicts a Kill Damage roll on each character in that radius. That means Kill Damage attacks don't need to be as precise as ordinary attacks; hitting a zone within the Kill Radius of a target is enough. An attack that has a Kill Radius of 10 meters or more is at +20% to hit because you need only get it near the target to inflict harm. When you launch a Kill Damage attack, the target is the center of the Kill Radius.

A failed attack roll means the Kill Radius lands harmlessly outside the intended area. The attack does no harm—but it may still suppress the terrified targets (see SUPPRESSION, below). Whether a failed Kill Radius attack does unwanted collateral damage is up to the Handler.

MANY TARGETS: A single attack with a Kill Radius can affect many targets. You're welcome to let players roll the Kill Damage results for NPCs to speed things up. But really, you need to roll for Kill Damage only for characters who are important enough to track in detail. Since even a failed Kill Damage roll inflicts between 1 and 19 damage, it's safe to just assume that most humans caught in a Kill Radius are out of the fight, either dead or maimed.

BLAST OR BULLETS: If the Kill Damage weapon fires bullets rather than exploding, the bullets may not hit every potential victim. For every target in the radius other than the primary target of the attack, a Kill Damage roll with an even number misses completely.

SAMPLE WEAPONS	SKILL	KILL DAMAGE	KILL RADIUS
Submachine gun, fully automatic	Firearms	10%	1–3 m.
Assault rifle or carbine, fully automatic	Firearms	10%	1–3 m.
Very heavy sniper rifle	Firearms	20%	none
Light machine gun	Heavy Weapons	10%	3 m.

Heavy machine gun	Heavy Weapons	20%	3 m.
Hand grenade	Athletics (requires special training)	10%	10 m.
Improvised explosive device	Demolitions	15%	10 m.
Grenade launcher	Heavy Weapons	15%	10 m.
Rocket-propelled grenade	Heavy Weapons	30%	10 m.

SUPPRESSION

An attack with a Kill Radius is terrifying. Any time you know that you're inside the targeted Kill Radius of a Kill Damage attack, *even if the attack roll misses*, your fear-riddled nervous system *forces* you to go to ground. You must either find cover or go prone as your next action. You can stifle your terror and act normally at a cost of 1 SAN. Often in a firefight targets don't realize they're under attack. When in doubt, call for an Alertness test.

Some individuals have seen so much combat that they've adapted to violence. They don't lose SAN for braving suppressing fire (see ADAPTING TO SAN LOSS on page XX). For NPCs, it's easiest to just assume that the average human goes to ground when suppressed. Only insane, hardened or fanatical enemies stand up in the face of suppressing fire.

EXAMPLE: *Even the meditating Seers of the New Light have been stirred by Agent Daryl's gunshots and exploding hand grenade. One of their guards leans around a corner with a submachine gun and fires a burst at Daryl. The guard's Firearms skill is 30% and he rolls 35, missing. But it suppresses Daryl. On his turn, Daryl has to choose: attack anyway and lose 1 SAN from the terror, or run for cover. He runs through a doorway for cover.*

OPTIONAL RULE: SUPPRESSION WITHOUT KILL DAMAGE

What if you want to blaze away with an ordinary pistol or rifle to force an enemy to keep his or her head down? As with all things in this game, that's possible if the Handler says so. Designate the center of a one-meter Kill Radius and make an attack roll. If the attack roll succeeds, it does no damage but anyone inside the Kill Radius is suppressed. If it's a critical success, it hits one target for normal damage *and* everyone in the radius is suppressed. If the attack roll fails, your firing is too unfocused and nobody is suppressed.

SELECTIVE FIRE

Some small arms like submachine guns and assault rifles have selective fire. The shooter chooses how it's used; each pull of the trigger can fire a single shot, a short burst, a long burst, a short spray, or a long spray. A single shot inflicts a normal damage roll, while a burst or a spray inflicts Kill Damage.

A short burst fires three bullets in one trigger pull. It affects a single target. A long burst fires five shots with a Kill Radius of 1 meter. Short and long sprays empty the magazine faster but cover a larger Kill Radius.

Some firearms allow only single shots or short bursts ("three-round bursts"), not long bursts or sprays.

Type of Fire	Ammo Used	Kill Damage	Kill Radius
Short Burst	3	10%	None
Long Burst	5	10%	1 m.
Short Spray	10	10%	2 m.
Long Spray	20	10%	3 m.

BLOWING THINGS UP

If you want to disable or destroy a vehicle or piece of hardware, Kill Damage with a heavy weapon is the way to do it. Kill Damage from small arms can do this as well, but it takes longer. Large objects have hit points as described in the EQUIPMENT chapter. Reduce the object's HP by the Kill Damage rating or the damage roll of the attack.

xxx BOXED TEXT xxx

WHY KILL DAMAGE?

Kill Damage is system shorthand in lieu of rolling lots of attack rolls and lots of dice for damage. Without it, a weapon like a Hellfire missile might do something like 12D6 damage to each victim, or a machine gun could require nine separate attack and damage rolls for nine targets. In the middle of combat, rolling that many times breaks the tension.

If you'd rather roll damage the old way, roll 1D6 damage for every 3% of Kill Damage. So a weapon with 35% would do 12D6 HP damage.

xxx END BOXED TEXT xxx

PROTECTION IN COMBAT

We've seen how to injure, kill and dismember targets, but how do you protect them?

There are five stages of protection, categories that determine how easy an agent or other creature is to harm, regardless of their ability to get out of the way.

FRAGILE

Fragile targets drop to 0 HP instantly if they suffer *any* damage from a deliberate attempt to injure them. A helpless human is Fragile and may, at the Handler's discretion, be reduced to 0 HP with one attack without bothering to roll damage, if that attack is deadly enough. If the victim is completely helpless it may not even require an attack roll.

EXPOSED

Exposed is the default for humans and many creatures. It means the target is aware of danger and trying to avoid it but doesn't have any real protection. Attacks operate normally against Exposed targets.

ARMORED

Being Armored reduces the damage of attacks. The thicker the armor, the better it protects. Armor has an Armor rating which reduces the HP damage of attacks. Armor 5 means reduce damage by 5.

Armor comes in two forms: *body armor* and *cover*. They both reduce the damage of ordinary attacks but have different effects on Kill Damage. If you have more than one source of armor (such as wearing body armor while behind a wall), add them all together.

Some weapons are armor piercing, which in turn reduces the effect of armor (see ARMOR PIERCING, page XX). If you're behind cover *and* wearing body armor, both reduce damage, but Armor Piercing attacks reduce both forms of armor separately.

BODY ARMOR: Body armor reduces the damage of an ordinary attack by its Armor Rating.

Kill Damage: Body armor protects against the damage of a failed Kill Damage roll, but does nothing whatsoever against a *successful* Kill Damage roll.

COVER: Finding cover means using a barrier as armor against attack. Cover protects much more completely than body armor. If you have cover against a Kill Damage attack, the Kill Damage roll automatically fails, but it still inflicts the sum of the dice as damage. Subtract the cover's Armor rating from that damage.

What if you're completely enclosed in a structure or vehicle? That's definitely cover, but the Handler gets to make a judgement call. Maybe you take damage that's reduced by the cover, or maybe you take no damage until the cover is breached.

Being behind cover does *not* make you immune to suppression (see SUPPRESSION on page XX). If you're suppressed, your next action must be to hide behind that cover instead of attacking.

Amount of Armor	Armor Rating
Kevlar helmet (adds its damage reduction to any other armor)	+1
Kevlar vest (concealable)	3
Reinforced Kevlar vest (typical for uniformed police)	4
Tactical body armor (typical for soldiers and SWAT teams); wall or thick door; makeshift vehicle armor	5
Bomb suit; thick wall, concrete, or moderate rock; light vehicle armor	10
Reinforced wall, big rock, or sandbag; medium vehicle armor	15
Heavy vehicle armor or light tank armor	20
Heavy tank armor	25

EXAMPLE: Agent Daryl is exchanging fire with the guard of the Seers of the New Light. Both are using the walls of the temple for cover, and the Handler says the walls have an Armor Rating of 5. The guard fires a burst with a roll of 13, hitting. The guard rolls for the burst's 10% Kill Damage and rolls 10. Luckily Daryl has cover so the Kill Damage roll automatically fails. Adding the dice together, he takes 11 damage. He subtracts 5 from that for the wall, then another 4 for his body armor, so he loses 2 HP. The handler describes one bullet from the burst grazing Agent Daryl's cheek and another punching through the wall into his body armor. Of course being targeted by a Kill Radius means Daryl is suppressed again.

HUGE

A target that's much larger than a human doesn't roll for Kill Damage. Instead it takes the Kill Damage rating as hit point damage (minus the protection of the target's armor, if any). It takes ordinary damage as usual.

TRANSCENDENT

Transcendent entities are *immune to physical damage*. This might mean they exist partly in dimensions we perceive, and either keep their vulnerable organs elsewhere or are so organized that mere excesses of force and matter cannot harm them.

Nothing of this Earth is Transcendent. Only under extremely dangerous and limited situations can humans become Transcendent, through the use of the unnatural techniques.

COMBAT PROTECTION SUMMARY

TARGET STATUS	EFFECT OF NORMAL DAMAGE	EFFECT OF KILL DAMAGE SUCCESS	EFFECT OF KILL DAMAGE FAILURE
Fragile	Reduced to 0 HP.	Reduced to 0 HP.	Reduced to 0 HP.
Exposed	Roll HP damage. If Armored, subtract the Armor value from the damage.	Reduced to 0 HP.	Add up the Kill Damage dice to determine HP damage. If Armored, subtract the Armor value from the damage.

Behind cover	Roll HP damage. Subtract the cover's Armor value from the damage.	Add up the Kill Damage dice to determine HP damage. Subtract the cover's Armor value from the damage.	Add up the Kill Damage dice to determine HP damage. Subtract the cover's Armor value from the damage.
Huge	Roll HP damage. If Armored, subtract the Armor value from the damage.	Take the Kill Damage rating as HP damage. If Armored, subtract the Armor value from the damage.	Take the Kill Damage rating as HP damage. If Armored, subtract the Armor value from the damage.
Transcendent	No damage.	No damage.	No damage.

DEALING DAMAGE AROUND ARMOR OR COVER

Ordinarily, body armor or cover offers the same flat protection against every attack. This doesn't mean every attack hits the target's armor, it just means damage is reduced. Maybe that means it was a graze or a leg wound instead of a hit to the body. This is why people fire from cover.

Deliberately targeting an unprotected part of the body, or putting a grenade on the other side of a barrier, requires a called shot (see CALLED SHOT on page XX). (With a fully automatic weapon, a called shot applies only to the first target.)

Unless the Handler says otherwise, a combatant who's hiding entirely behind cover without attacking cannot be hit even with a called shot. The cover's protection applies.

EXAMPLE: *Agent Daryl, wounded and suppressed, grits his teeth and takes aim at the guard leaning around the corner down the corridor. The guard has cover, so Daryl tries a called shot to avoid it and take the guard down. The Handler says that's a -20% penalty, bringing Daryl's 40% Firearms skill down to a 20% chance. He prays and rolls. The dice come up 09—a hit! Daryl rolls 1D10 damage and it comes up 9. That brings the guard down.*

ARMOR PIERCING WEAPONS

An armor piercing weapon reduces the Armor value of a target by 5 points. Exceptionally heavy armor-piercing weapons may reduce armor by 10 points. A few weapons reduce it by less. See WEAPON STATS on page XX for which weapons are armor piercing.

EXAMPLE: *Further into the Temple of the New Light, something erupts from a hole in floor beneath Agent Daryl. Its attack hits. The Handler says it does 3 HP damage—but the sharp, strong claws are armor piercing. That reduces Daryl's armor by 5, so the body armor blocks zero. Agent Daryl loses 3 HP as the claws rip through his Kevlar and into his flesh.*

OTHER THREATS

Combat isn't the only thing that can kill an agent. The world is full of threats.

FALLING

Falling is extremely dangerous to humans. Even a bad slip can be lethal if your head lands just right. A fall from a short distance does 1D6 damage per meter fallen, up to 3D6 at three meters. Beyond that a fall instead has a Kill Damage rating of 1% per meter fallen. If you survive the fall, you must make a CON×5 test or be stunned.

IMPACT

Slamming into a barrier can be deadly. As a rough rule of thumb, it inflicts 10% Kill Damage for every 40 kph (25 mph) of speed. Double the Kill Damage rating if you're slamming into a wall and there's nowhere to tumble. If you survive the impact, you must make a CON×5 test or be stunned.

SUFFOCATION

Suffocation is a slow death. If you take a deep breath before holding it, you can go without breathing for your CON×5 in turns. After that, your oxygen-starved brain begins to die. Once every turn you must make a CON×5 test. If it fails, you suffer 1D6 HP damage. If the CON test succeeds, you suffer 1 HP damage instead. This continues until you can breathe again or you die.

If you inhale water or don't get a breath before suffocating, the damage starts immediately and lasts until someone clears your airways with a First Aid test.

Armor does not protect against suffocation damage. The damage ceases only when you draw breathable air once more.

FIRE

Fire is a significant threat to agents. The amount of damage suffered depends on the flame's intensity. The victim suffers a damage roll every turn of exposure.

Intensity of Fire	Example	Damage per Turn
Minor	Candle	1
Moderate	Flaming brand; momentary exposure to a larger fire	1D6
Large	Campfire	2D6
Major	Scalding steam; bonfire; blast furnace; flamethrower	Kill Damage (10%)

After taking damage from any source of fire except a minor one, the victim must make a DEX×5 test or catch fire, suffering half damage each turn until it is extinguished.

Being surrounded by a raging fire causes suffocation as the fire consumes oxygen. (See SUFFOCATION on page xx.)

COLD

You can last for CON in minutes exposed in freezing temperatures unprepared, or CON×5 minutes if you're only partially prepared. If you're fully prepared and well equipped (decked out for an Arctic expedition, for example) you can last CON hours.

After this, your body starts to fail. Make a CON×5 test every five minutes. Each failure reduces CON by 1. When your CON hits 1, you can no longer move and you suffer 1D8 HP cold damage every five minutes.

Exposure to warmth and shelter restores 1 point of CON per minute. Hit Points heal normally.

POISON AND DISEASE

Every poison or disease has two stats: *Speed* and *Damage*.

Speed indicates how soon you must make the CON×5 test after being afflicted. Diseases require a series of CON tests, while poisons pass from your system after the first CON×5 roll. Some diseases come with a penalty to the CON test.

The effects of *Damage* depend on whether it's a poison or a disease.

The ailment's full *Damage* applies on a failed CON test. A successful CON test halves the damage. A critical success means only 1 point of damage; a fumble doubles the damage.

POISONS: Poisons inflict Kill Damage. Poison's harm depends on the CON×5 test. If the CON×5 succeeds, a failed Kill Damage roll inflicts half damage. At the Handler's discretion a particularly weak or dilute poison, such as one with a rating of less than 10%, may inflict half damage regardless of CON.

EXAMPLE: Agent Daryl somehow escaped from the monstrosity in the Temple of the New Light, but the wound it inflicted held an ugly neurotoxin. The Handler says the toxin is a poison with Speed of 1D6 hours, Kill Damage of 10%, and no antidote. The symptoms are convulsions, spasms, and risk of

circulatory failure. The Handler rolls for the poison's Kill Damage and it comes up 19. That fails, so it does 10 points of damage. Agent Daryl has a CON of 14, so his CON test is 70%. He rolls 23, succeeding. That halves the damage to 5.

DISEASES: Diseases inflict hit point damage. If you succeed at a CON×5 test to resist, you suffer half damage and shake it off before it afflicts you further. If you fail, you suffer full damage and must make the CON×5 test again after another Speed interval. You cannot gain hit points back through Recuperation during this time.

With some persistent diseases—such as HIV/AIDS—succeeding at the CON test only buys time. The disease subsides and you recover the lost HP. But every time you're badly hurt (losing more than half your HP) or suffer from some other poison or disease, you must make a CON×5 test to resist a resurgence.

EXAMPLE: *Sadly for Agent Daryl, facing the monstrosity in the Temple of the New Light exposed him to alien microbes that have catastrophic effects on the human biome. The Handler says that's a disease with a Speed of 1D6 days, a Penalty of –20%, Damage of 1D6, and symptoms of fever, weakness, diarrhea, and shock. For Speed the Handler rolls 3 on 1D6 so the disease sets in after three days. Daryl's CON test of 70% is down to 50% with the disease's Penalty, and he rolls 54, failing. For the 1D6 damage he rolls a 4.*

After his injuries and poisoning Daryl was down to 6 HP even after spending a few days in the hospital. The disease reduces Daryl to 2 HP. Going that low means unconsciousness, so he falls into a coma. He also must make a CON test to avoid permanent harm (see DAMAGE on page XX). The CON test isn't modified by the disease's Penalty, so his roll of 68 succeeds.

The next crisis is in 1D6 days: the Handler rolls a 4 so it's four more days. That plus the earlier three days add up to a week, so Daryl's doctors can attempt to restore HP with Treatment (see HEALING on page XX). They succeed and Daryl regains 2 HP. He starts to come around—but must make another CON roll. This time he rolls 48, succeeding. The 1D6 damage roll is 4, which is halved to 2. Daryl goes unconscious again. But now he's beaten the disease and he can begin to recover.

TREATMENT: Many poisons and diseases can be cured with medication. If a physician has the antidote for a poison or the right antibiotics for a disease, a Medicine or Pharmacy test before the ailment takes effect renders the poison or disease harmless.

If it's a poison without an antidote or a disease without a cure, a Medicine roll by a doctor halves the Kill Damage rating and the HP damage. That requires hospitalization.

SAMPLE POISONS

Poison	Route of Entry	Speed	Damage	Symptoms	Antidote
Spider venom	Bite	1D6 hours	Kill Damage (5%)	Pain, chills, nausea; possibly necrosis	Yes
A dangerous drug administered with failed Pharmacy skill use	Varies	1D6 hours	Kill Damage (5%)	Usually pain, diarrhea, convulsions, or asphyxiation	Yes
Arsenic	Ingestion	1D6 hours	Kill Damage (10%)	Pain, diarrhea, cramping	No
Scorpion or rattlesnake venom	Bite or sting	1D6 hours	Kill Damage (10%)	Pain, weakness, hemorrhaging, convulsions	Yes

Phosgene gas	Inhalation	2D6 hours	Kill Damage (15%)	Blistering, coughing blood, asphyxiation	No
Hydrogen cyanide gas	Inhalation	1D6 turns	Kill Damage (20%)	Asphyxiation	Yes
Sarin gas	Inhalation or absorption through skin	2D6 turns	Kill Damage (20%)	Muscle contractions, spasms, asphyxiation	Yes
Ricin	Injection or powder inhalation	2D6 hours	Kill Damage (20%)	Diarrhea, shock, seizures, circulatory failure	No

SAMPLE DISEASES

Disease	Route of Infection	Speed	CON Test Penalty	Damage	Symptoms	Cure
Bacterial meningitis	Airborne	1D6 days	−20	1D6	Stiff neck, nausea, confusion	Antibiotics
Gangrene	Dirty wounds	1D6 days	−20	1D3	Discoloration, oozing, numbness	Antibiotics (excision or amputation of infected tissue may be necessary)
Plague	Flea bite (bubonic plague), inhalation (pneumonic plague)	1D6 days		1D6	Fever, chills, lymph node swelling, coughing (if pneumonic), shock	Antibiotics
HIV/AIDS	Injection or unprotected sex	1D6 months		1D6	Weight loss, fever, swelling of lymph glands, collapse of immune system	No cure; antivirals can keep it in check
Pneumonia	Inhalation	1D6 days		1D6	Cough, fever, chills	Antibiotics (bacterial pneumonia only)
Ebola virus	Direct contact with infected blood, bodies, or bushmeat	1D6 days	−20	1D6	Fever, aches, weakness, diarrhea, nausea, bleeding, shock	None

THE AFTERMATH

When the smoke clears and the fighting stops, it's time for the Handler to look to the consequences of combat. There are *always* consequences.

First, violence damages sanity. Unless you're a hardened operator, getting into a deadly fight calls for a Sanity roll. So does getting hurt. So does killing someone. (See SANITY on page XX.)

Next, was anyone killed or badly hurt? If so, who's going to come looking for them? How soon until detectives start combing the scene for spilled blood, shell casings, shoe marks or tire tracks? The agents on the ground, any cover-up is up to them.

If a Delta Green agent or friendly was killed or badly hurt, how do they explain it at the hospital when the staff makes the mandatory call to the local police? How do they explain to friends or family who care for these mysterious injuries or an unexpected funeral?

What it comes down to is this: Every instance of violence in Delta Green isn't just a threat to your health and sanity. It's a threat to your career, your reputation and your family.

GROUP

People walk around barefoot here because there's really nowhere to go. They keep it warm, or the desert does. Whatever. It's warm here and people don't wear shoes. God.

Why is everything so fucking hard all the time?

It's been nine days since I said the name out loud, which, all told, is pretty good. I'm impressed with myself. The last time Sebastian was here he told me the group was paying attention and had someone on the inside. They were paying my way, after all. Someone was transcribing my therapy just as, a few days later, some other someones were reading it in Washington. A weekly play-by-play. Will the security risk crack? Tune in and find out.

Of course, there's always the chance this is all in my mind. The group. The op. The corpse sitting up on the table and talking. The screaming. Okay. My screaming.

Let's face it, it would be really nice if I were only losing my mind. I don't think that's what's happening. I just can't get behind that. That's not what's happening.

I think I saw a man controlled from the inside like a puppet. Something had squirmed inside him and inflated him, stretching his skin to splitting until it looked like naugahyde left out to burn beneath a supernova. Pale blue and white with horrible red cracks that ran like seams across his limbs.

"Yasmine?" the doctor looked at me like a mechanic looks at a faulty engine, disassembling me in his mind. Doctor Douchenozzle Gajar, puzzle man.

My face settled into Smile Number Six, a calm, recollection-filled smirk. In my mind, I saw the puppet thing shake twice and then split down the middle like a faulty shopping bag, spewing a web of undulating eels and liquid the color of antifreeze. Monty just sat there crying. For a bit. I mean, then it fell on him.

I burned down the L.A. County morgue. I can say that now. It's no exaggeration. I lit the autopsy room first. Shot at a deputy when he came in, and then walked from room to room starting relatively awful fires with rubbing alcohol and embalming fluid. Didn't kill anyone. Well, no one real. Almost got a fire guy, though, but he got out.

All the fucking worms were harmed in the making of this program, though. Good, right?

"Do you have anything to add today?"

It just comes out.

"I didn't catch that." He takes his glasses off, holding the bridge of his nose.

I swat the glasses from his hands and stand up, laughing, my hand numb. He looks at his empty hand and sighs. This doesn't even phase him. I need to phase him.

"I WANT TO TALK ABOUT THE WORM!"

Doctor Gajar spins his finger in the air and the orderlies are in the room.

"FUCK YOU, FUCK! THE WORM THAT WALKS! THERE'S A WORM THAT—"

SANITY

Sanity Points represent the resilience of the relationship between your agent's personality and the world. With high SAN, you have confidence in your place in the world. A high SAN score is marked by insight, self-awareness, and a life-affirming view of reality. With low SAN, the deadly truth of the universe has begun to overwhelm you. With no SAN, you're lost.

SAN losses look like: 0/1D4 or 1D6/1D20. The left is how much SAN you lose on a success, the right is how much SAN you lose on a failure.

When you face a threat to sanity, roll your current SAN or lower to take a diminished loss of SAN points; roll higher than your SAN and suffer a greater loss of SAN points.

RULES OF THUMB FOR SAN LOSS

If the cost of failing a SAN test is 1D6 or less, the cost of success is usually zero. If the cost of failure is 1D8 or 1D10, the cost of success is usually 1. Some unnatural events and encounters are even more catastrophic.

A critical success with a Sanity roll means you lose the least possible SAN. If the loss for succeeding at the Sanity roll would have been 1D3, you lose 1 point.

Fumbling a Sanity roll means you lose the most possible SAN. If the loss for failing the Sanity roll would have been 1D20, you lose 20 points.

OPTIONAL RULE: KEEP SAN SECRET

For greater suspense, each player should keep his or her agent's current SAN secret from the other players (of course, the Handler must also know all SAN scores). Knowing Mal has *precisely* 12 SAN feels *very* different from knowing that Mal "has never been the same since he saw that awful thing in the tunnels".

Another approach is for the Handler to keep the current SAN of all agents a secret *even from the players*. You know you've lost SAN and you'll know when you go insane, but you won't know the point totals. That adds a welcome uncertainty to the game.

EXPLORE THE LOSS

When you lose SAN, take a second to describe it. If you lose a few points, how does that look to the people around you? Do you jump or cry out in terror? Do you stare in shock? Do you back away involuntarily? If you kill someone and lose no SAN, what does that say about you?

And what are the long-term effects of repeatedly losing SAN? What strong beliefs or motivations are eroding as your SAN falls? The game is more potent when you play out those details and let them shape your agent.

SAN THREATS: VIOLENCE, HELPLESSNESS AND THE UNNATURAL

The three major threats to SAN are *Violence*, *Helplessness* and the *Unnatural*.

These categories sometimes overlap. Being tied up and tortured might trigger both Violence and Helplessness losses. It's up to the Handler to decide which aspects affects the agent.

VIOLENCE

Killing other humans is instinctively harmful to sanity. While wrestling and punching people is within biologically acceptable norms, bludgeoning someone to death is *not* instinctive. The blasting noise and fire of modern violence are beyond our biology. Violence can drive you insane if you're not careful.

In combat, you must make a SAN test for a trauma *the first time it happens in that fight*. Outside of combat, every incident triggers its own SAN loss.

EXAMPLES OF SUFFERING VIOLENCE	SAN LOSS
Ambushed by gunfire	0/1
Hit by a gunshot	0/1
Surprised to find a corpse or a mangled carcass	0/1D2
Surprised to find the mutilated corpse of an infant or a loved one	0/1D4
Stabbed or strangled	0/1D4
Suffer a permanent injury	0/1D6
Set on fire	0/1D6
Reduced to 2 HP or fewer	0/1D6
Tortured	0/1D8

EXAMPLES OF INFLICTING VIOLENCE	SAN LOSS
Incapacitate or cripple an innocent	0/1D3
Shove your teammates' bodies into an incinerator to thwart an investigation	0/1D3
Kill in defense of yourself or another (for a failed roll add 1 per victim beyond the first up to a maximum loss of 4 SAN)	0/1D4
Kill a murderous enemy in cold blood (for a failed roll add 1 per victim beyond the first up to a maximum loss of 6 SAN)	0/1D6
Torture a victim	0/1D8
Accidentally kill an innocent	0/1D8
Kill an innocent in cold blood, even for a very good reason (for a failed roll add 1 per victim beyond the first up to a maximum loss of 10 SAN)	1/1D10

HELPLESSNESS

The essential human impulse is to act. True inactivity is unwholesome to the human psyche.

Note that helplessness often makes violence worse, just like violence makes helplessness worse.

EXAMPLES OF HELPLESSNESS	SAN Loss
Being fired from your job	0/1
Your actions nearly get a Bond hurt or killed	0/1
Being informed you are unexpectedly bankrupt	0/1D2
Rejection by spouse	0/1D2
Sentenced to a prison term	0/1D3
Waking paralyzed or blind	0/1D3
Find a friend's remains	0/1D3
A Bond goes indefinitely insane or suffers a permanent injury	1/1D4

Flung into a pit of corpses	0/1D4
See or hear a friend gruesomely killed	0/1D6
Learn a Bond has been killed	1/1D6
See or hear a Bond gruesomely killed	1/1D8

THE UNNATURAL

Finally there's the unnatural, the inhuman things that haunt the edges of existence. The unnatural troubles us because it is wholly outside of human experience. It wounds our sense of connection to the world by causing huge gaps in understanding.

This is why your Unnatural skill limits maximum SAN. The more you understand of man's *actual* position in the cosmos, the harder it is to navigate in the "real" world.

TEMPORARY, INDEFINITE AND PERMANENT INSANITY

If you lose 5 or more points of SAN in a *single roll*, you immediately suffer *temporary insanity*.

Every time your SAN is reduced to your Breaking Point (see DETAILED DESCRIPTION: DERIVED ATTRIBUTES on page XX), you gain a new *indefinite insanity*. Immediately reset your Breaking Point to your current SAN minus your POW.

If you hit SAN 0, you suffer *permanent insanity* and your agent becomes property of the Handler.

EXAMPLE: Agent Daryl's POW is 12. His starting SAN was 60, so his Breaking Point is $60 - 12 = 48$. Thanks to the hard experience in his background he began play with 55 SAN. In the Temple of the New Light he found his friend Agent Clara's corpse, killed four cultists in self defense in two shootouts and six in cold blood with a grenade.

Finding his friend's remains cost 0/1D3 SAN. He succeeded at the Sanity roll so he lost no points.

After the shootout with three knife-wielding cultists, the Handler said he'd lose 0/1D4 SAN. Daryl succeeded at the Sanity roll so again he lost no points.

After the grenade, Daryl's SAN roll failed. The loss was 1D6 plus 1 per victim beyond the first up to a maximum of 6. There were six victims so the failed roll costs Daryl 6 SAN. He went temporarily insane from the stress and trauma.

Then in the shootout with the guard, Daryl lost 1 SAN for standing up to suppressing fire. That brought his SAN down to 48, his Breaking Point, so he made a note that he would soon develop an indefinite insanity. He reset his Breaking Point to 36: his new SAN (48) minus his POW (12). In the same shooting he faced a 0/1 loss for being shot and a 0/1D4 loss for killing the guard in self-defense. Daryl failed the first Sanity roll and lost 1 SAN. Then he failed the other and lost 4. That brought him to 43.

When Daryl was ambushed by a half-glimpsed monstrosity a little while later, he faced a 1D4/1D10 SAN loss from the unnatural. His Sanity roll failed but with a lucky roll he lost only 2 SAN, bringing him to 41.

Finally, he went to 2 HP thanks to the disease he caught from the monstrosity. That cost 0/1D6 SAN. When Daryl awakens and realizes how close he came to death, he faces a 0/1D6 loss. He fails the the roll, rolls 6 on 1D6, and loses 6 SAN. That means temporary insanity and bringshim past the Breaking Point again.

TEMPORARY INSANITY

In a moment of overwhelming stress you become incapable of doing things "intentionally." We call it temporary insanity. For a short time it removes the agent's actions from the player's control. Your primitive

brain switches to pure panic to survive, restricting your options to three possibilities: *Flee*, *Struggle*, or *Submit*.

Work with the Handler to determine which stance you take when insanity strikes. Each stance is more likely in some circumstances than others, but which one applies is up to you and the Handler.

If the circumstances are calm, someone making a Psychotherapy roll can talk you down from temporary insanity. Otherwise you lose control until the insanity runs its course.

FLEE: You must move away from the SAN-affecting stimulus at top speed in any direction. You must do this for a number of turns equal to your CON, whereupon you fall to the ground exhausted (see EXHAUSTION on page XX), or until you feel "safe", whichever takes longer. This is a common reaction against Unnatural and Violence SAN threats.

STRUGGLE: This is lashing out randomly at the nearest threat, no matter how insurmountable it might be. Once this course is set upon, you have no choice but to fight until you are killed, unconscious, or restrained. This is a common reaction against Helplessness and Violence SAN threats.

SUBMIT: This is shutting down or simply passing out from shock. If conscious, you're catatonic and paralyzed until the Handler decides you snap out of it. When you come to, it's likely you have suppressed the trauma that caused your collapse. Remembering details requires an INT×5 test and is terribly stressful. This is a common reaction against Unnatural and Helplessness SAN threats.

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RULES OPTION: INSANE INSIGHT

Sometimes agents who face massive psychological trauma come away with strange insights. If you suffer temporary insanity due to an unnatural trauma, you might gain +1D6% to your Unnatural skill. Ask the Handler.

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INDEFINITE INSANITY

With indefinite insanity, your mind maladapts to mental trauma with long-term neuroses. Indefinite insanity is often like a release valve for intolerable stress. Indulging in the insanity helps you cope. It's possible to suffer from multiple indefinite insanities at the same time.

While any indefinite insanity is negative in the long term, some neuroses are worse than others. Consider an FBI agent whose exposure to gun violence leaves him obsessed with firearms, hoarding them and carrying even when it violates the law. His job just became a lot more complicated.

Whatever the source of the indefinite insanity, it takes the form of an irrational adaptation to the trauma that produced it. It may manifest a few hours after the trauma, or it might take days, weeks, or months to appear. It may manifest very gradually and subtly. The player and the Handler negotiate the exact nature of your agent's psychological trauma. It needs to make sense: If you saw your partner die in a fire, *pyrophobia* is very likely. You're unlikely to randomly develop *erotomania* based on the feel of fur.

ACUTE EPISODES

Indefinite insanity is a chronic, ongoing condition. It lurks under the surface, kept in check but threatening to erupt when things get bad.

Any time you lose SAN, and any time you face a trigger that pertains directly to your insanity, you must make a follow-up Sanity roll. If that fails, your indefinite insanity takes over. If you suffer from more than one, the Handler decides which comes to the fore. As long as you're in the crisis or in presence of the trigger, you succumb to the insanity's internal logic and must act accordingly.

Suffering an acute episode of indefinite insanity often means you can't take some actions (or you can attempt them only with a penalty), or you *must* take some actions. The Handler always decides the exact repercussions. Often it means you lose control of your character for a time.

When you're going through an episode, it is obvious to everyone that something is wrong. A Psychotherapy roll can diagnose your particular insanity.

A friendly who makes a Psychotherapy roll can talk you down despite the crisis or the presence of the trigger, reducing the impact of the insanity so you can control yourself again. That takes a few minutes. You can never use Psychotherapy on yourself.

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WHAT ABOUT DRUGS?

Taking a benzodiazepine like diazepam or clonazepam gives you a +20% bonus to resist an acute episode of indefinite insanity at the cost of a -20% penalty to everything else. It takes effect after about 20 minutes. But keep a tally of the number of times you resist an acute episode while using the drug. On the third time, you gain addiction to the drug as a new indefinite insanity—and it no longer gives you any bonus to reduce acute episodes of insanity.

Taking another powerful CNS depressant like heavy drinking or marijuana gives you a +10% bonus to resist an acute episode at the same -20% penalty to other actions. Alcohol runs the same risk of addiction as benzos. Marijuana carries legal and career risks for many agents.

Prescription SSRI drugs like paroxetine, fluoxetine and sertraline are likely as part of ongoing treatment for depression or anxiety disorders. Describe that if your agent seeks therapy. They don't otherwise have an impact on play.

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EXAMPLES OF INDEFINITE INSANITY FROM VIOLENCE

There are many adaptations the mind makes when exposed to intolerable gore, death and torment. Here are the most typical.

PTSD: Post Traumatic Stress Disorder is a psychiatric disorder that occurs following life-threatening events. Some people shake off such horrors, while others have stress reactions. Victims of PTSD relive the experience through nightmares and flashbacks, have difficulty sleeping, are subject to depression, and can be overcome by anxiety when presented with a similar situation. In an acute episode you react violently to threats only you perceive, or you sink into a depression and suffer -20% to all skills.

ADDICTION: Addictions are a reliance on a harmful habit or substance to get you through the stress of life. However much stress and harm the addiction causes, a part of you needs it for the relief it offers—even if you know that it might kill you. Addiction can be low-key and manageable. But you'll do irrational, unreasonable, self-destructive things to feed it. If you go a day without feeding the addiction, you suffer a -20% penalty to every test until you give in to it.

PARANOIA: A state of extreme suspicion, in which a fear of invisible enemies pervades one's world-view. Paranoids interpret any event as a clue to a conspiracy against them. Unless you find a way to stifle your paranoia you can't trust or rely on anyone.

DEPRESSION: Depression means total despair, a crushing inability to get anything done. It sometimes takes the shape of overwhelming guilt. It's caused by biological and psychological factors and is triggered by reminders of the mental trauma you suffered or committed. During an acute episode all skills are at -20%.

INTERMITTENT EXPLOSIVE DISORDER: You suffer from episodes of sudden, uncontrollable fury. Every outburst is out of proportion to whatever real or perceived threat provoked it. Your heart races, your body sweats, your head fills with rage, and nothing is safe. Sometimes attacking whatever is in front of you is a relief from your inner turmoil. In an acute episode you explode with irrational rage.

TOTEMIC COMPULSION: Totemic compulsion causes you to fixate on an object present during the trauma and credits it with your "salvation." This is often a weapon or a piece of protective gear. Abandoning the

totemic item, giving it to someone else, or letting it be destroyed—these are all anathema to you. If it's destroyed, you're useless and can succeed at no skills until the Handler decides you've fixated on a new totem.

LIGYROPHOBIA: Fear of loud noises. In modern conflicts, the roar of artillery, rumble of armor and the deafening din of explosions and gunshots are intense stimuli that provoke a phobic reaction. Loud noises trigger panic and overwhelming stress. In an acute episode you suffer the Flee or Submit response of temporary insanity. This once was called shell shock.

SLEEP DISORDER: Every time you try to sleep, you must make a Sanity test. If it fails, you wake repeatedly in terror and lose the possibility of resting or regaining any Willpower Points for 24 hours.

EXAMPLES OF INDEFINITE INSANITY FROM HELPLESSNESS

Issues arising from hopelessness, containment, or any other inability to change an intolerable situation, revolve around control or perception, and give rise to adaptations that attempt to compensate. Here are the most typical.

DEPRESSION: See the description on page XX.

OBSESSIVE/COMPULSIVE DISORDER: If the only thing you can control in prison is the arrangement of your personal effects on a windowsill, you are likely to become very, very focused on them. Being unable to control on the elements you have deemed important (which can be nearly anything) triggers anxiety, which incurs a -20% penalty to every test until you bring things into order or someone talks you down with Psychotherapy.

ANXIETY DISORDER: You are often seized by uncontrollable worry which manifests in fatigue, restlessness, headaches, sleeplessness and savage panic attacks. In acute episode all skills are at -20%.

OBSESSION: You become fixated on some person, place, event, act, or idea. In an acute episode, any long-term action or skill use—anything taking more than a day or two—is at -20% because your mind is so often wrapped around its obsession.

ADDICTION: See the description on page XX.

ENCLOSURE-RELATED PHOBIA: Both *agoraphobia* (fear of open spaces) and *claustrophobia* (fear of enclosed spaces) are frequent reactions to helplessness. The first arises because the open area is too big to control, the second because the enclosure is too small to escape. In an acute episode you suffer the Flee or Submit response of temporary insanity.

CONVERSION DISORDER: Choose one form of this disorder: blindness, deafness, or paralysis. Whenever you fail a Sanity test, the disorder strikes and leaves you blind, deaf, or paralyzed with numbness and tremors until the source of stress goes away.

DISSOCIATIVE IDENTITY DISORDER: Most of the time you seem fine, but in an acute episode—when under extreme stress—you take on an alternate identity with its own personality and memories. The longer you suffer this disorder the more alternate identities may surface. The Handler gains complete control of your character.

EXAMPLES OF INDEFINITE INSANITY FROM THE UNNATURAL

Unnatural horrors present a dangerous concept: *the unknowable*. How does the mind—an organ designed to figure things out—handle something that can never be understood? Not very well. Here are some typical responses.

FUGUES: A fugue state is when the conscious mind shuts down. You may shut down into catatonia or wander off in an unconnected daze. It is common for this sort of illness to manifest in the face of emotional or personal complications.

PARANOIA: A state of extreme suspicion, in which a fear of invisible enemies pervades one's world-view. Paranoiacs interpret any event as a clue to a conspiracy against them. Unless you find a way to stifle your paranoia you can't trust or rely on anyone.

AMNESIA: This is probably the most common indefinite insanity to result from an encounter with the unnatural. The brain cannot process the event and hides it from mental scrutiny. Everything surrounding the episode is blank unless you find a way to bring it back.

MEGALOMANIA: What does it mean to look upon the face of a dead god and live? Some conclude they're chosen. Some see themselves as messiah figures. Others realize this elevated perspective exempts them from ordinary morality. When your insanity is triggered you become impossible to interact with; all uses of CHA, Bureaucracy, Disguise, Persuade, and Psychotherapy fail, as every doubt as to your superiority fills you with indignation.

DEPERSONALIZATION DISORDER: You suffer periods of detachment from yourself. In these times you feel helplessly disconnected from your own body, thoughts, and emotions, like you're seeing it all happen to someone else. All skills are at -20%.

DISSOCIATIVE IDENTITY DISORDER: See the description on page XX.

DEPRESSION: See the description on page XX.

SLEEP DISORDER: See the description on page XX.

PERMANENT INSANITY

An agent who drops to 0 SAN is effectively "lost." Just as being reduced to 0 hit points permanently removes your agent from your control through physical death, being reduced to 0 SAN permanently removes your agent from your control through insanity. Agents at 0 SAN have embraced a world of violence, helplessness and death. No therapy or treatment will *ever* bring them back.

It remains up to the Handler to determine when the agent is "removed" from play. Sometimes it is instant; after the SAN loss, the agent collapses weeping and refuses to re-engage with reality.

Sometimes it's more subtle. Many dangerous psychopaths get by for months or years without detection. A player who enjoys this kind of challenge may work in tandem with the Handler to keep playing a character with 0 SAN as if things were normal. If you keep all SAN totals secret (see OPTIONAL RULE: KEEP SAN SECRET on page XX), this should not be difficult.

Usually, a character who reaches 0 SAN is either *Catatonic*, *Manic* or *Psychopathic*.

CATATONIA: Catatonia is complete separation. Your mind refuses to engage with the world that injured it. You no longer speak, or eat (without prompting), or look after yourself; you stare into space in a trance. Some catatonics go so deep they no longer react to physical pain. Others rise in and out of consciousness.

DELUSIONS: You are raving, incapable of holding a conversation that does not stray into insanity. You are absolutely certain of the truth of your delusions and act on them to the furthest extreme, including violence. Nothing can dissuade you of their reality.

PSYCHOPATHY: This goes beyond ordinary sociopathy. At 0 SAN, empathy has been burned out of you. The feelings and needs of others cannot touch you. People are mere objects for your amusement or use. You sometimes engage in appallingly merciless actions for gratification. Some psychopaths with 0 SAN

appear fine; they are no longer emotionally functional or concerned with people on a human scale, but they keep a simulated veneer of civility. Many serial killers have been classified as functional psychopaths.

RESISTING INSANITY

It's possible to resist SAN loss and insanity through adaptation and the strength of Bonds. But suffering a trauma always comes with a cost.

ADAPTING TO SAN LOSS

People can become hardened to traumatic stimuli. What sends one agent fleeing may seem mundane to an individual who has suffered and survived it enough. Adaptation to Violence or to Helplessness means you always succeed at a Sanity roll for that type of trauma.

Adaptation to Violence or adaptation to Helplessness occurs after you've lost SAN from that kind of trauma three times in a row without suffering insanity from it. The character sheet has spaces to mark your progress toward adaptation. Each time Violence or for Helplessness reduces your SAN by 1 or more, mark a box on your character sheet to keep track of it. If you suffer insanity from Violence before all three boxes are marked, erase all the "Violence" boxes and start again. If you suffer insanity from Helplessness before all three boxes are marked, erase all the "Helplessness" boxes and start again. If you fill in all three boxes for Violence or all three for Helplessness, you become adapted to it.

Unfortunately, being adapted to Violence means your empathy suffers. You permanently lose 1D6 CHA and the same amount from each Bond.

Being adapted to Helplessness means your personal drive suffers. As soon as you become adapted to Helplessness, you permanently lose 1D6 POW, which adds that amount to your Breaking Point.

EXAMPLE: *In the Temple of the New Light, Agent Daryl lost 6 SAN from blowing up a room full of cultists. That sent him temporarily insane. Then he lost 1 SAN for standing up to suppressing fire and 4 for killing a guard in self-defense. That's two sources of SAN loss from violence in a row—but at that point he suffered indefinite insanity. The countdown toward adaptation reset to three.*

ADAPTING TO THE UNNATURAL: There is no adapting to the unnatural. Things that exist beyond human comprehension are beyond "getting used to." Every new encounter is a fresh shock. The only way to "adapt" to the Unnatural is to reach 0 SAN, whereupon the horrors make perfect sense and no longer inflict mental damage.

PROJECTING ONTO A BOND

When you lose SAN, you may spend 1D6 WP to reduce the loss. If you still have at least 1 WP, reduce the SAN loss by the amount of WP spent, to a minimum of zero. Now reduce a Bond's score by half that much (round up).

The next time you interact with the subject of the Bond, decide what shape the projection takes. Do you grow hostile and angry, irrationally blaming your loved one for imagined wrongs? Do you abandon the loved one in favor of relationships with less importance and meaning? The stresses faced by Delta Green agents often wreck the families and friendships that give them strength.

EXAMPLE: *After nearly dying Agent Daryl loses 6 SAN, which brings him past his Breaking Point. Desperate to stave off insanity, he projects some of that loss onto his 8-point Bond with his young son. He rolls 1D6 and it comes up 5. He subtracts 5 from the SAN loss, losing only 1 SAN. But he must reduce the Bond by 3. The Handler decides this will manifest as distance growing between them as Daryl struggles to cope with his trauma.*

REPRESSING INSANITY

Sometimes it's easier to cope with mental trauma if you pull strength and motivation from the relationships that give your life meaning. But leaning too heavily on those relationships strains them badly. You may attempt to repress the blind panic of temporary insanity or an acute episode of indefinite insanity by spending 1D6 Willpower Points and focusing on a Bond. If you still have at least 1 WP after spending the

1D6, describe how the Bond might help you keep it all together, and reduce the Bond by half that much. For an acute episode of indefinite insanity, add the Bond's score as a bonus to the Sanity roll to resist it. For temporary insanity, roll Sanity and add the Bond's score as a bonus. If the Sanity test succeeds, you suppress this episode of insanity and behave normally. Either way, make a note to describe later how the Bond has strained because you've taken so much support from it.

EXAMPLE: *Agent Daryl gained an indefinite insanity and the Handler said it's alcoholism. A contact insists on meeting at a bar. The Handler reminds Agent Daryl's player that a nice, soothing Scotch (or five) would smooth things out. Daryl has a Bond with his fiancée with a score of 7. Agent Daryl focuses on the promise he made his fiancée to quit drinking and tries to suppress his insanity. He spends 1D6 Willpower and rolls a 1, so he loses 1 WP. He loses half that much, or 1 point, from the Bond, bringing it to 6. That lets him roll a Sanity test with a +6% bonus for his Bond with his fiancée. If it succeeds, he stifles his urge to drink despite the temptation. If it fails, his alcoholism kicks in. What shape the damage to the Bond takes is up to Daryl's player. It might take the shape of a humiliating drunken phone call where she realizes he's off the wagon again.*

RECOVERY

There are only a few ways to restore mental health.

THERAPY OR HOME LIFE

After the mission you can attempt to recuperate with professional help or by focusing on your Bonds; the things that give you strength (see HOME on page XXJ).

DESTROYING THE UNNATURAL

The Unnatural in *Delta Green* represents such an affront to the human mind that exhibiting *any* sort of control over it is a "victory". At the Handler's discretion, any destruction of the unnatural by an agent can restore hope, and in the process, SAN.

Destroying an unnatural creature or an object known to contain otherworldly power restores an amount of SAN equivalent to the lowest amount lost for encountering it. If the SAN loss is 1/1D6, for example, destroying it restores 1 SAN. If the SAN loss is 1D6/1D20, you gain 1D6 SAN for destroying it. This can mean you gain more SAN from overcoming the threat than you lost from facing it. But it cannot bring your SAN higher than its maximum of 99 minus your Unnatural skill.

More than one agent can gain this SAN, if they were materially involved in putting the threat down.

EXAMPLE: *Remember when Agent Daryl was ambushed by the monstrosity in the Temple of the New Light? He's still drinking to forget it. After he scrambled away from its claws, Daryl had one chance to drop a grenade into the hole where the monstrosity lurked. He didn't have much hope with an Athletics skill of only 30%, but he rolled 01. The creature exploded in a spray of glowing, blue-green chunks. The SAN loss for facing the creature was 1D4/1D10. Daryl, laughing and screaming, instantly regained 1D4 SAN. He rolled 3 and his SAN rose by 3 points.*

EMILY SLEEPS

Where will it end? Some say the universe will keep expanding, every particle pulled faster and faster until nothing is left but entropy. Heat death, the ultimate black, endless ... until quantum sparks light another Big Bang. A timeless, forgetful silence before new fires erupt.

I like that.

Emily sleeps. For a few silent hours there's nothing between us but space. Down the hall, the twins rest in the secret peace of exhausted children. In this moment they're safe from what I've concealed. Right now, this instant, they're alive.

Sharon died shrieking as black growths wormed into her skin and brain. She had kept singing to shut the gate before the rest of the thing could come through, even as it ruined her. When the door was shut she called me a stupid cunt and said it was my fault. She kept pulling the barrel of my gun towards her with shaking, black-stained hands. I had enough time to say goodbye before I shot her and set fire to what was left. You learn to be grateful for the little things.

The gate's shut and Sharon is gone, and Em and the twins can never know. I lie. I lie to the twins. I lie to my coworkers, to my therapist, to what's left of my team. I lie when it matters and when it doesn't, just to stay in practice. Everything I say is a lie but "I love you," the truth that matters least. Love won't make up for the things I have done.

Emily sleeps, and every night we drift farther apart. She doesn't know what's behind the lies, but she knows something is not being said. There's some life I won't share. She knows it eats at us and she knows I won't stop. Soon she and the twins will be gone, forever beyond my reach. They'll leave behind only memories in the empty darkness where countless doors strain to open. They'll never know to be grateful.

HOME

A long-term *Delta Green* game features occasional scenes that focus on agents' everyday lives. These are short vignettes that should last no more than a few minutes for each player. Typically they occur between missions, but the Handler always decides when and whether one is appropriate. These vignettes are a chance to explore the things that are most important in your agent's life—and to see whether those things are deteriorating thanks to your involvement in Delta Green.

PERSONAL PURSUITS

For the vignette, choose one of the following pursuits. Describe how your agent is pursuing it and roll the appropriate stat, skill, or Sanity test to resolve it. (This requires a skill or stat test even though it's not a life-and-death crisis *at that moment*, but it affects the agent's overall ability to act.)

Choose from these pursuits:

FULFILL RESPONSIBILITIES: If you focus on day-to-day obligations and relationships, describe something the agent is doing at work or at home to support one Bond *other than a Bond for Delta Green*. Roll a Sanity test, adding the Bond's value as a bonus. Success improves the Bond by 1D3 (up to your CHA); a critical success also adds 1 to your SAN (up to your POW×5). A fumble means some disastrous conflict—probably related to your involvement with Delta Green—reduces the Bond by 1D3 and your SAN by 1. Describe how the relationship has improved for your efforts or worsened despite them.

ESTABLISH A NEW BOND: You can attempt to create a new Bond with a character or group. This is not done lightly. It means this new character or group is developing into one of the most essential, important parts of your agent's life. Attempt a CHA×5 test. Success establishes a new Bond with a score equal to half your CHA (round up). Unfortunately, devoting so much attention to the new Bond reduces the value of one other Bond (other than a Bond for Delta Green) by 1D3 points.

GO TO THERAPY: Therapy is a systematic deconstruction of mental trauma. It is an ongoing process requiring honesty and commitment. You must decide whether to truthfully tell the therapist what caused the SAN loss.

If you do tell the truth, there are risks. If the SAN loss came from confronting the unnatural, the therapist probably attempts to treat you for schizophrenia. Or if the therapist believes you, he or she may begin losing SAN from your stories. If you share tales of terrible, illegal violence and it sounds like further violence is imminent, the therapist may report it to the authorities. Whether that happens is entirely up to the Handler. Make a Luck Roll. If you described unnatural events and the therapist thinks they're delusions, the roll is at a –20% penalty. If it fumbles, you lose 1 SAN. If it succeeds, you regain 1D6 SAN (or 6 with a critical success), up to your POW×5.

If you don't tell the therapist the truth, healing is limited. Make a Luck Roll. If it fumbles, you lose 1 SAN. If it succeeds, you regain 1D3 SAN (or 3 for a critical success), up to your POW×5.

If your agent suffers from indefinite insanity, a critical success with the Luck roll cures it. You also develop a Bond with the therapist equal to half your CHA (or add 1D3 to it if you already have that Bond), and lose 1D3 from one other Bond of your choice. Write a note saying "cured" next to the insanity on the character sheet—but do not erase it. The next time you gain an indefinite insanity, you must roll another Sanity test. If it fails, the "cured" insanity returns in full force alongside the new one.

The Handler may substitute the therapist's Psychotherapy skill for the Luck Roll.

PERSONAL MOTIVATION: Indulge in the things that you find meaningful (see MOTIVATIONS BEYOND BONDS on page XX). Roll a Sanity test. Success adds 1 SAN, or 1D3 for a critical (up to your POW×5). A fumble costs 1 SAN.

BACK TO NATURE: You can spend time in seclusion, minimizing stress, distractions, and obligations. This isn't a vacation with the family; it's extended time alone, or mostly alone, in an environment that's physically

active but places few other demands on you. Roll a Sanity test. Success adds 1D3 SAN, or 3 for a critical (up to your POW×5). A fumble costs 1D3 SAN.

IMPROVE A SKILL OR STAT: By training or studying extensively you can try to boost a stat or a skill. Describe what your agent is doing to improve the stat or skill: taking night classes for INT or a skill, lifting weights for STR, meditating to strengthen willpower for POW, socializing or taking leadership courses for CHA, going to physical therapy to regain stat points permanently lost from an injury, etc. Attempt a test of the stat × 5 or the skill. If the test *fails*, you've improved. Add 1D10 percentiles to the skill (to a maximum of 99%) or one point to the stat (to a maximum of 18).

SPECIAL TRAINING: You can study and practice to gain special training (see page XX).

STUDY THE UNNATURAL: You can spend the vignette studying a forbidden tome, a decrypted flash drive full of shocking data, case reports from a prior Delta Green op, or some other source of unnatural knowledge. This raises your Unnatural skill. The Handler describes the results of the study. You must choose one Bond which loses 1D3 points as you spend more and more time on awful things.

THE COST OF DEDICATION

If you choose any pursuit except "Fulfill Responsibilities," you must choose one Bond that has been given especially short shrift and roll a Sanity test. Ordinary success has no effect; a critical success increases the Bond by 1 (up to your CHA). Failure reduces the Bond by 1, a fumble by 1D3. Describe how the relationship has changed.

***EXAMPLE:** Between operations, Yusuf Massim ("Agent Daryl") goes to therapy to try to recover SAN. The player says Daryl lies to the therapist about the trauma for the sake of operational security, knowing that will reduce the amount of SAN he can regain. He succeeds at the Sanity test and recovers 1 SAN. Because he didn't opt for "Fulfill Responsibilities," he must name a Bond to put at risk. The player says he'll put Agent Daryl's Bond with his fiancée on the line. He rolls a Sanity test for the Bond and it fails. The Handler says Daryl's fiancée is fed up with signs that he's been drinking again while away on missions, and all the time he's spending in therapy isn't making things better between them. Agent Daryl's Bond with his fiancée drops by a point.*

PROSECUTION

Delta Green agents routinely violate major laws. Sometimes they get caught, and sometimes Delta Green can't help them without exposing itself.

If your agent is prosecuted for crimes, the result is determined in a between-missions "Home" vignette. An ambitious Handler might have other agents brought in as witnesses and play out a few minutes of questioning.

Make a Luck roll. If the Handler thinks the case against you is especially strong, the roll is at a –20% penalty. If the case is especially weak, or if the Handler decides Delta Green is quietly pulling strings on your behalf, it's at a +20% bonus.

Before making the Luck roll, you can attempt a Law roll to work the system. Success adds a +20% bonus, or +40% with a critical; failure backfires and incurs a –20% penalty, or –40% with a fumble.

If the Luck roll succeeds, you're acquitted or the case is dropped. But the stress of it can be terrible. You must make a CHA test for every Bond (including Delta Green Bonds) or lose 1D3 points from it.

If the Luck roll fails, you're convicted at trial or must admit guilt in a plea bargain. You automatically lose your job, lose 0/1D4 SAN from helplessness, and must make a CHA test for each Bond, including Delta Green Bonds. Success at a CHA test means the Bond drops by one point. Failure means it drops by 1D6. Whether you wind up in prison, on probation, and/or hit with catastrophic fines is up to the Handler.

ANNE'S WAY

Keeping all your secrets in a public storage locker is the next best thing to tradecraft.

It's on someone else's property, and who knows when some new manager might get confused and open the wrong door by mistake. Or get bored and go rooting around just for something to do. Or hand over the keys fast to the first cops that come around without a warrant, or the first Storage Wars producer to bat an eyelash. It's just a roll of the dice.

But in the old days it was all we had. We were underground. We didn't have any black sites that we could pretend were for the War on Terror. We didn't have any secure sections of Air Force bases all to ourselves. We sure couldn't keep everything at our homes. We'd set up a storage unit, prepay for as many years as we could afford, hide the keys somewhere safe, and pray.

So here we are. Uncle Tim's Spare Attic, unit 73, climate controlled, just one in a long corridor of roll-top doors under a sheet-metal ceiling. Only this door isn't snugly closed and padlocked, it's splayed out like someone punched through tinfoil. There's a heavy footlocker inside, or what's left of it, shattered in a thousand pieces like it held a bomb that ticked one second too long. I guess it did. For some reason the manager called our contact number instead of the cops.

And they say prayer never works.

The last time I was here that locker held only dust, grey and oily and noxious, the remains of a scaly thing that killed half my team. Killed them? It spent a week eating them alive. Then the other two of us caught up and recited the words that undid it. Anne Novik was with me then. The group called her Agent Katherine. We didn't dare scatter that dust to the winds, dump it in the ocean, or bury it in the earth. We didn't know what to do. So we locked it up and tried to cover up the deaths. The cover-up is what got Anne arrested. Anne was good. She was tough. She knew better than to risk prison. She went out hard, on her own terms, and didn't give away a thing. I miss her.

You can see the old wooden Army crates stacked at the far end. Open those and you'll find submachine guns with built-in suppressors, three antique hunting rifles, a pile of pistols, two shotguns, a few hundred kilos of ammunition, a bag of hand grenades, and a bazooka left over from the Korean war with two 3.5-inch rockets. You're welcome to any of it. Maybe it'll help when we run into whoever put that pile of dust back together.

But if that scaly thing finds us before we're ready, it'll be too late to fight. Guns, grenades, rockets, it'll all be good for only one thing. It'll let you go clean. If my time's up and that thing has me, I hope I have the strength to take Anne's way out. And I pray that the next team will get it right.

EQUIPMENT AND VEHICLES

Man is a tool-using animal. There is a huge selection of gear available to agents, and while not all are useful in Delta Green operations, many will still be employed simply because humans tend to fall back on the tools that they have at hand.

OBTAINING EQUIPMENT

Often it's easiest to handwave what gear is available. Common sense and a little research on the Internet can answer most questions. Use these rules if you want more detail. It adds to the tension of the game to know not just what your agent can get, but what you'll have to risk to get more.

xxxSTART BOXxxx

TOOLS OF THE TRADE

What *issued* equipment can a Delta Green agent be expected to carry? Here are a few examples.

FEDERAL AGENT: Agency badge and identification card, medium pistol in a belt holster, two spare magazines in a belt pouch, tactical light, handcuffs in a belt pouch, Kevlar vest, encrypted smart phone, windbreaker jacket with the name of the agency printed on it, police-band radio with earpiece and throat microphone, mini evidence kit. Maybe a light pistol in an ankle or small-of-the-back holster for backup. Additional equipment usually carried in the agency car includes a light carbine with holographic sight and two spare magazines or a pump-action shotgun with 40 spare rounds in boxes (half of them slugs), tactical body armor, Kevlar helmet, encrypted laptop with access to agency networks, first aid kit, portable fire extinguisher.

SPECIAL FORCES: Dog tags, assault carbine with holographic sight, targeting laser and sound suppressor, six spare magazines in a chest rig, medium pistol in a holster, two spare magazines in a chest rig, two fragmentation hand grenades, two smoke grenades, two "flash-bang" stun grenades, tactical light, night vision goggles, tactical body armor, Kevlar helmet, goggles or sunglasses, military-band radio with earpiece and throat microphone, multi-tool, combat knife or bayonet, flexible cuffs, night vision goggles, compass, field dressing, GPS.

xxxEND BOXxxx

EXPENSE CATEGORIES

In Delta Green we don't track every dollar in an agent's pocket. In fact, most day-to-day expenses don't get tracked at all. But if an agent wants a particularly expensive piece of equipment, that may require bureaucratic footwork or else risking money the agent can't afford. This system breaks items down by cost into a few broad categories. If an item's cost is between categories, the Handler decides which applies.

INCIDENTAL EXPENSE (UP TO \$150): Most day-to-day transactions don't need tracking at all. A meal, a taxi across town, a rental car for a few days, firearm ammunition, shovels and tarps, a burner phone; any Delta Green agent can handle those costs. Whether it's the agent's personal money, cash socked away from an earlier operation, or an FBI expense account is up to the player and the Handler. Assume the agent has it and move on.

STANDARD EXPENSE (\$200 TO \$800): These are more substantial expenses that might prove challenging: a pistol or rifle, a same-day plane ticket to a major hub, multiple days' worth of a car rental, a week at a modest hotel or a short-term apartment.

UNUSUAL EXPENSE (\$1,000 TO \$5,000): Most agents can't afford to make major purchases out of their own pockets without trouble. This includes anything that costs up to a few thousand dollars: a good-condition rifle with starlight scope, a working but ugly car bought with cash, a powerful computer, a same day ticket to an out-of-the-way location, a week at a fine hotel, a forged passport from a developing nation.

MAJOR EXPENSE (\$6,000 TO \$30,000): A big-ticket item such as a heavy weapon, a professional-level forgery, or a new vehicle is an option only in a high-priority mission or for very wealthy agents. This is also the level of expense for exceptional or rare items like a stay in a private villa for a week, or access to an exclusive charity event.

EXTREME EXPENSE (\$36,000 AND HIGHER): Beyond that are levels of spending only open to the truly wealthy—highly unlikely for an agent—and to black budgets with astonishingly little oversight. The availability of anything this expensive is entirely up to the Handler.

AN OPERATIONAL BUDGET

Many Delta Green operations take place under the cover of official, on-the-books government investigations. That allows for requisitioning equipment beyond what agents are usually issued, but it can be risky. An official investigation means oversight. Someone somewhere has to sign off on the use of the money and the delivery of the goods, and justify the costs after the fact. This process can lead to questions your agents don't want to answer. In the best-case scenario, the cover investigation itself is highly classified and all information about it is restricted and beyond the reach of ordinary auditors. Whether that's the case is always up to the Handler.

An operation that's completely off the book has no official budget and allows no requisitioning. Agents must use their own money, illicit funds, or illegal practices to get the stuff they want.

The higher the priority of the cover investigation, the more equipment the team can obtain.

LOW PRIORITY: Each member of the team is issued one or two items of Standard expense. Agents who aren't officially on the team don't count. With a Bureaucracy roll you can be issued an Unusual-expense piece of equipment temporarily. Unless the mission is rushed, two members of the team can attempt the roll.

NORMAL PRIORITY: Each member of the team is issued two or three items of Standard expense and one item of Unusual expense. With a Bureaucracy roll you can be issued a Major-expense piece of equipment temporarily. Only one member of the team can attempt the roll.

HIGH PRIORITY: Each member of the team is issued up to five items of Standard expense, one item of Unusual expense, and one item of Major expense. If the Handler agrees, with a Bureaucracy roll you can be issued an Extreme-expense piece of equipment temporarily. Only one member of the team can attempt the roll. A High Priority operation typically requires the team to quickly deploy.

XXX TEXT BOX XXX

COVERING YOUR TRACKS

Acquiring equipment with Bureaucracy leaves a record of your activities: what you requested, the reason, where you took possession, when you returned it. Sometimes those records are made officially secret, classified so that few outside investigators are allowed to review them. A determined investigator, given time, may be able to come up with the paperwork pertaining to the equipment through FOIA requests or bribery. If simply classifying the acquisition isn't secret enough, you can attempt to obscure the trail by falsifying data or changing records. That requires an Accounting roll. If it fumbles, you get caught trying to change the records. The repercussions are up to the Handler, but at the very least it reduces your Work Performance rating by a rank.

CALLING IN A FAVOR

Instead of putting in the requisition form yourself, you might know a guy who knows a guy. If you have a Bond with someone in a position of authority, you can ask him or her to obtain the equipment for you. But that often looks shady and it has potentially ugly consequences.

For a Standard expense, roll CHAx5. If the roll succeeds, your friend acquires the item without any problem. If it fails, your friend refuses and the Bond is reduced by 1.

For an Unusual expense, roll CHAx5. If the roll succeeds, your friend acquires the item but the stress reduces the Bond by 1. If it fails, there is no exchange and the Bond is reduced by 1D3.

For a Major expense, roll CHAx5 at a –20% penalty. If the roll succeeds, you get the item but the Bond is reduced by 1. If it fails, you don't get the item and the Bond is reduced by 1D3.

For an Extreme expense, roll CHAx5 at –40%. If the roll succeeds, you get the item but the Bond is reduced by 1D3. If it fails, you don't get the item and the Bond is reduced by 1D6.

Whether you get the item or not, your friend is likely to question what why you want it. Lying about it may cause even more damage to the Bond. Telling the truth may open up a whole world of unwanted consequences.

XXX END BOX XXX

SPENDING YOUR OWN MONEY

Many professionals, including law enforcement officers and soldiers, use their own money to buy additional kit. In the military and many other federal agencies this usually does not apply to firearms, as the use of the issued guns and armor is mandatory. But Delta Green agents often need gear that's not on the books. Most Delta Green agents are full-time members of federal law enforcement, the special forces, or academia. They're usually in the middle class, not rich. Paying for anything more than Incidental expenses can be tricky.

Some agents come from occupations that are substantially more lucrative. Having a rich occupation such as physician, high-priced lawyer, or business executive allows more flexibility. Ask the Handler whether your agent is richer than most.

PAYING FOR A STANDARD EXPENSE: Make an INT or Accounting test (your choice) to see if you have enough free cash or credit available. If you're in a wealthy occupation, take a +20% bonus to the test. If it fails, you can still make the purchase but must reduce one non-Delta Green Bond by 1 from the stress of your spending. (The spending doesn't stress Delta Green Bonds—you're helping the team!)

PAYING FOR AN UNUSUAL EXPENSE: The stress of spending reduces one non-Delta Green Bond by 1. If you're in a wealthy occupation, you can make an INT or Accounting test (your choice) to have enough money available to avoid the Bond damage.

PAYING FOR A MAJOR EXPENSE: You can afford it only by taking on heavy debt. The stress reduces each of your non-Delta Green Bonds by 1. If you're in a wealthy occupation, you can make an INT or Accounting test (your choice) to have enough money available that only one Bond suffers.

PAYING FOR AN EXTREME EXPENSE: You can't afford it. If you don't want to let that stop you, then the stress of going so heavily into debt and burning through so much money reduces each of your non-Delta Green Bonds by 1D3.

USING ILLICIT CASH

You may have a stack of cash or disposable debit cards provided by Delta Green or stolen in an earlier operation. That allows for one or more Standard purchases; exactly how many is up to the Handler. An Unusual purchase counts as six Standard purchases. A Major purchase counts as 36 Standard purchases.

XXX TEXT BOX XXX

CRAFTING IT YOURSELF

With affordable parts and tools you can test an appropriate Craft skill to manufacture a piece of equipment or a weapon at one price category lower—as an Incidental expense instead of Standard, Standard instead of Unusual, or Unusual instead of Major. (An item that's pricier than that is beyond what you can cobble together in the workshop.) That could mean a set of lockpicks with Craft (Locksmithing), a working firearm with Craft (Gunsmithing), a surveillance kit with Craft (Electronics), and so on. Usually this takes a day or two, or longer if it's especially intricate.

XXX END BOX XXX

RESTRICTED ITEMS

In the U.S., many weapons are available on the open market with negligible licensing. But some equipment is tightly enough restricted that it can only requisitioned as part of a unique government operation or else bought on the black market. And of course sometimes agents want to buy ordinary firearms without licensing and paperwork.

As a rule of thumb, any weapon on the Heavy Weapons table is restricted in the U.S. (Other countries may have more or less onerous restrictions.)

Submachine guns, assault rifles, and automatic rifles that can fire on full automatic are restricted, too. But one can be bought legally if it fires only on semi-automatic, and can be converted to full automatic with inexpensive tools, an hour or two of work, and a Craft (Gunsmithing) roll. Failing the roll ruins the weapon.

Certain electronics, particularly advanced encryption programs, are also restricted and/or monitored in the U.S.

Many materials, machinery, and electronics used in the creation of explosives are either outright illegal, restricted, or are monitored by various government agencies and may prompt unwanted inquiries into the nature of the operation.

Military-grade night vision goggles are closely tracked by the Department of Defense and are only for sale in the black market.

In the equipment tables, an item with an "(R)" next to its expense is restricted in the U.S.

REQUISITION: Requisitioning a restricted item as part of an operational budget requires justification that such heavy firepower or dangerous or rare equipment is necessary, and a Bureaucracy roll to make that explanation stick. (If things go wrong, see COVERING YOUR TRACKS on page XX.)

THE BLACK MARKET: Practically everything can be had on the black market, including machine guns and explosives. Buying a restricted item on the black market requires either a Criminology roll to find a street dealer or a Computer Science roll to hide your tracks on a Dark Web market. If you have extensive contact with special restricted communities, you might have access to a particular kind of black market as special training using CHA (see SPECIAL TRAINING, page XX): gun clubs and veterans for firearms, for example, or the drug industries for restricted medicines. Failure with the skill or stat means you can't get the item without getting caught. The cops, the Office of Personnel Management, the FBI, and the ATF would all love a crack at federal agents buying illegal goods.

A fumble means you get caught trying to make the buy. If you're caught, the Handler can create the details of the ensuing investigation. It may mean police checking into your mission or a prosecution that might derail your career (see PROSECUTION, page XX).

Costs on the black market are typically high. Make a Luck roll. If it fails, the item is one expense level greater than usual.

WEAPON STATS

There's a staggering variety of personal firearms and weaponry. Their usefulness on Delta Green ops is limited, of course, depending on who or what the agents face.

CONCEALMENT

Knives and pistols can be concealed under ordinary clothing easily. Someone deliberately looking for a concealed weapon can attempt an Alertness test to spot it. A heavy pistol or especially big knife means a +20% Alertness bonus.

If you're wearing an overcoat, you can attempt to conceal a bigger gun like a submachine gun or sawed-off shotgun, or a larger hand weapon like a hatchet or machete, and incur no Alertness bonus for a very large pistol.

There's no way to conceal a full-size rifle or a large melee weapon. Someone who's watching for it will spot it.

TEAR GAS AND PEPPER SPRAY

These are irritant chemicals that make your eyes tear, your lungs seize, and your exposed tissues sting like hell. If hit, the target must make a CON×5 test or be stunned and suffer a penalty to all actions for one hour. If the CON×5 roll succeeds, the target is not stunned and suffers half the usual penalty.

A tear gas grenade only needs to land near a target to have effect, so the attack roll has a bonus of +20%. A tear gas grenade's cloud lingers in the air only a minute or two.

Pepper spray is best used before combat begins, when no attack rolls are needed. If a pepper spray attack roll fails, the attacker partially sprays himself or herself. The attacker must make a CON test at +20% to avoid being stunned and suffers a –10% penalty for one hour.

Wearing a gas mask protects against these effects but incurs a –20% penalty to Alertness and Search tests.

Weapon	Skill	Range	Uses	Radius	Penalty	Expense
Pepper spray keychain	DEX×5	1 m.	1	1 target	–20%	Incidental
Pepper spray can	DEX×5	3 m.	12	2 targets	–20%	Incidental
Tear gas grenade	Heavy Weapons to launch or Athletics to throw; requires special training	50 m. launched from a grenade launcher or 20 m. thrown	1	10 m.	–40%	Incidental (R)

STUN GRENADES

A "flash-bang" is a grenade that makes a huge noise and bright flash which deafens, blinds and staggers everyone within a 10 meter radius (indoors) or 5 meters (outdoors). Each target is stunned. After the stun wears off, the target suffers a –40% penalty to all actions for 1D6 turns. (Having eye or ear protection reduces the penalty to –20%.) A stun grenade only needs to land near a target to have effect, so the attack roll has a bonus of +20%. If you're tossing it into a closed room with the benefit of surprise, it may not even require a roll; ask the Handler.

Weapon	Skill	Range	Uses	Radius	Penalty	Expense
Flash-bang grenade	Heavy Weapons to launch or Athletics to throw; requires special training	50 m. launched from a grenade launcher or 20 m. thrown	1	10 m. (halved outdoors)	–40%	Incidental (R)

ELECTROSHOCK WEAPONS

A stun gun discharges a high voltage electrical shock into the target, causing their muscles to spasm violently. Anyone holding the target of an electroshock attack suffers the same effects.

The victim must roll a CON×5 test to resist being stunned. After the stun wears off, the victim suffers the listed penalty to all actions for 1D20 turns.

Weapon	Skill	Range	Uses	Penalty	Expense
Stun gun	DEX×5	1 m.	10	–20%	Incidental
Shock baton	DEX×5	1 m.	200	–20%	Incidental
CED pistol	Firearms; requires special training	4 m.	4	–20%	Unusual

FIREARMS

In most U.S. agencies, a law enforcement officer wears a medium pistol at all times. One may carry a light pistol or a compact medium pistol with smaller ammo capacity as a backup gun or if operating undercover. In the U.S., police officers typically have a carbine or a shotgun in the squad car. Soldiers and tactical teams usually carry submachine guns, carbines, or assault rifles. All of those weapons are available in semiautomatic from gun shops.

Firearms can be heavily accessorized (see OTHER GEAR, page XX). Popular add-ons are a tactical light, a sound suppressor, a holographic sight, a telescopic sight, a night sight, and/or a targeting laser. Many rifles can also be fitted with an underbarrel shotgun or grenade launcher.

Weapon	Examples	Skill	Base Range	Damage	Kill Damage	Typical Ammo Capacity	Armor Piercing	Expense
Light pistol	.22 LR, .32 ACP, .380 ACP, .38 Special: S&W Model 36 Chief's Special, Walther PPK	Firearms	10 m.	1D8	n/a	6 (revolver); 7 (semi-auto)		Standard
Medium pistol	9×19mm, .40 S&W, .45 ACP: Beretta Mod 92FS (M9), Colt M1911A1, Glock 17, Glock 22	Firearms	15 m.	1D10	n/a	6 (revolver); 15 (semi-auto)		Standard
Heavy pistol	10×25mm Auto, .357 Magnum, .44 Magnum, .50 AE: Colt	Firearms	20 m.	1D12	n/a	6 (revolver); 10 (semi-auto)		Standard

	Delta Elite, Glock 20, S&W Model 13							
Shotgun (shot)	12 gauge: Mossberg Model 500, Remington Model 870, Ruger Red Label	Firearms	50 m.	2D10 up to 10 m.; 1D10 up to 20 m.; 1D6 beyond beyond 20 m.	n/a	2 (double-barrel); 5 (pump-action)		Standard
Shotgun (slug)		Firearms	75 m.	2D6	n/a	2 (double-barrel); 5 (pump-action)		Standard
Shotgun (nonlethal)		Firearms	10 m.	1D6 and Stunned	n/a	4		Standard
Submachine gun (SMG)	5.7×28mm, 9×19mm, .45 ACP: B&T MP9, FN P90, H&K MP5, IMI Uzi, KRISS Vector, MAC-Ing ram M10	Firearms	50 m.	1D10 (semi-auto) or Kill Damage (if firing bursts)	10% (if firing bursts)	30		Unusual (R if full auto.)
Light rifle or carbine	5.45 x 39mm, 5.56mm NATO, 7.62x39mm : AK-47, AR-15, Colt M4, FN SCAR-L, Winchester 94	Firearms	100 m.	1D12 (semi-auto) or Kill Damage (if firing bursts)	10% (if firing bursts)	10 or 30	3	Standard (semi-aut o. only) or Unusual (R) (if full auto.)
Heavy rifle	7.62mm NATO, 7.62x54mm , .30-06: H&K G3, FN FAL, Izhmash SVD, M1 Garand, Remington Model 700 (M24)	Firearms	150 m.	1D12+2 (or Kill Damage if firing bursts)	10% (if firing bursts)	10 or 20	5	Standard (semi-aut o. only) or Unusual (if full auto.)
Very heavy rifle	.408 CheyTac, .50 Browning:	Firearms	250 m.	(Kill Damage)	20%	10	5	Major

	Barrett Model 82A1, CheyTac M200							
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PISTOLS

Light pistols fire low-powered cartridges and are of limited use even against humans. Medium pistols are the standard sidearms in law enforcement and the military everywhere. They fire moderately powerful rounds. Most revolvers hold six shots, but modern models for seven or eight are available. Pocket revolvers sometimes take only five. There's a huge variety of ammunition capacities for semiautomatic pistol magazines, but 15 is typical, although 17 or even 20 is not uncommon. Large-caliber pistols often carry less. A typical figure for a heavy pistol is eight.

SHOTGUNS

A typical pump-action shotgun holds five shots, although there are many with extended magazines for eight or more. Double-barrel shotguns hold one shot per barrel, and can fire both barrels at one target with one attack roll. Shotguns can fire shot (a spread of small projectiles), slugs (a single heavy bullet), or "nonlethal" ammunition such as bean bag rounds, baton rounds or rubber shot.

FIRING SHOT: Grants a +20% bonus to hit at all ranges: at point-blank due to the target being so close (see ATTACK MODIFIERS on page XX) and beyond that due to the spread of projectiles. Double the Armor Rating of armor or cover against it.

FIRING BOTH BARRELS: You can fire both barrels of a double-barrel shotgun at one target with one attack roll. For shot, that inflicts an extra +1D10 damage up to 20 meters away or +1D6 beyond 20 meters. For a slug, it adds +2D6 damage up to 75 meters but no extra damage beyond that as the slugs separate.

SUBMACHINE GUNS

Submachine guns fire full automatic bursts, but are often also capable of semiautomatic fire. When firing semiautomatic the weapon inflicts ordinary damage; with automatic fire it uses Kill Damage (see KILL DAMAGE on page XX).

RIFLES

Rifles fire more powerful cartridges than pistols or submachine guns, for better penetration, wounding, and range. However, they are also bulkier. Some military rifles—assault rifles in smaller calibers and automatic rifles in heavier calibers—are capable of firing full-automatic bursts to inflict Kill Damage. Especially heavy rifles inflict Kill Damage with single shots.

Older rifles and many hunting rifles use a bolt action that must be manually worked before each shot, which interferes with aim. A bolt-action rifle gets no benefit from the Aim action in the turn immediately after it's fired. An attack with one in the turn immediately after it's fired is at -20%.

UNUSUAL AMMUNITION

Most small-arms ammunition uses the standard, listed damage ratings. Special types are available.

ARMOR-PIERCING: Pistols, rifles, and submachine guns can fire bullets designed to pierce body armor. An armor piercing bullet reduces Armor by 5 (see ARMOR PIERCING WEAPONS on page XX; this replaces the weapon's usual Armor Piercing rating, if any), but it does -1 damage (to a minimum of 1 point).

HOLLOW POINT: Pistols, rifles, and submachine guns can fire expanding bullets designed to cause greater tissue trauma at the expense of penetration. A hollow-point round does +1 damage but armor is twice as effective against it.

HEAVY WEAPONS

Many unnatural *things* that Delta Green agents face are inscrutable perversions of physics no more vulnerable to explosions than they are to crucifixes. This never stops agents from trying.

The Base Range for each weapon reflects the fact that it needs to be accurate enough only to get a target within the Kill Radius. Machine guns fired off their bipod, tripod, or vehicle mount halve Base Range.

Many of these weapons actually fire in automatic bursts as well, which is subsumed under their Kill Damage and Kill Radius. The Ammo Capacity of these weapons also vary widely, often depending on the vehicle on which they are mounted. Machine guns typically have ammunition supplies that last for 10 to 20 attacks, but actual represent a burst of shots.

Only the lightest Heavy Weapons are commonly available even to military personnel, and most of the heavier ones are vehicle-mounted or allocated to military support units that are not typically engaged in direct action.

Weapon	Examples	Skill	Base Range	Kill Damage	Kill Radius	Typical Ammo Capacity	Armor Piercing	Cost
Handheld flamethrower	XM42	Heavy Weapons	5 m.	10%	1 m.			Unusual
Military flamethrower	M9	Heavy Weapons	10 m.	10%	2 m.			Major (R)
Light machine gun (LMG)	FN MINIMI (M249 SAW), Molot RPK	Heavy Weapons	200 m.	10%	3 m.		3	Major (R)
General-purpose machine gun (GPMG)	FN MAG (M240), Kovrov PKM, Saco M60	Heavy Weapons	300 m.	15%	3 m.		3	Major (R)
Minigun	Dillon GAU-17/A, GE M134, KBP GShG-7.62	Heavy Weapons	300 m.	20%	10 m.		5	(R)
Heavy machine gun (HMG)	Browning M2HB, Degtyaryov DShKM, Kovrov NSV	Heavy Weapons	400 m.	20%	3 m.		5	Major (R)
Autocannon	ATK M242 Bushmaster, GE M61A1 Vulcan	Heavy Weapons	400 m.	30%	10 m.		5	(R)
Grenade launcher (GL)	Colt M203, H&K M320, Springfield M79	Heavy Weapons	150 m.	15%	10 m.			Major (R)
Grenade machine gun (GMG)	H&K GMG, Saco MK 19 MOD 3, KBP AGS-17	Heavy Weapons	300 m.	20%	15 m.			(R)
Rocket-propelled grenade launcher (RPG)	ATK M72 LAW, Bazalt RPG-7V, Bofors AT4 (M136)	Heavy Weapons	200 m.	30%	10 m.		20	(R)

Hand grenade	M67, RGO	Athletics	20 m.	15%	10 m.			(R)
Improvised explosive device (IED)	Pipe bomb	Demolitions	n/a	15%	10 m.			Incidental for the materials (R)
Bundled IED	Series of pipe bombs	Demolitions	n/a	30%	20 m.			Incidental for the materials (R)
Explosively-forced penetrator mine	M21	Demolitions	n/a	25%	10 m.		20	(R)
Light mortar	M224, Hirttenberger M6	Artillery	2 km.	20%	25 m.			Major (R)
Artillery	M109, M777, 2A65 Msta-B, 2S19 Msta-S	Artillery	5 km.	50%	100 m.		10	(R)
Heavy mortar	M120, 2B11 Sani	Artillery	4 km.	35%	50 m.		5	(R)
Anti-tank guided missile (ATGM)	AGM-114 Hellfire, 9M120 Ataka	Artillery	4 km.	45%	50 m.		25	(R)
General-purpose bomb	MK 82, FAB-250	Artillery; requires special training	air-dropped	70%	100 m.		10	(R)
Cruise missile	BGM-109 Tomahawk, Kh-55SM	Artillery; requires special training	100 km.	60%	150 m.		15	(R)
"Suitcase" Nuke	SADM, RA-115	Demolitions; requires special training	n/a	100%	150 m.		25	Unavailable (R)
Intercontinental ballistic missile (ICBM)	LGM-30 Minuteman, RT-ZPM Topol	Artillery; requires special training	12,000 km.	100%	2.5 km.		25	Unavailable (R)

HAND-TO-HAND WEAPONS

Unarmed attacks, like punching, kicking and strangling, use the Unarmed Combat skill and inflict 1D3 damage. All other melee weapons use the Melee Weapons skill.

Weapon	Skill	Damage	Notes	Expense
Unarmed attack	Unarmed Combat	1D3		None

Brass knuckles or steel-toe boots	Unarmed Combat	1D4		Incidental
Garotte	Unarmed Combat	special	A garrote only works from surprise, using Unarmed Combat. If you succeed, the target is pinned and cannot make a sound, and the garrote does 1D6 damage per round until the target escapes or dies. A garotte made from Kevlar can cut through flexible cuffs.	Incidental
Knife	Melee Weapons	1D4	Armor Piercing (3)	Incidental
Hatchet	Melee Weapons	1D4		Incidental
Large knife or combat dagger	Melee Weapons	1D6	Armor Piercing (3)	Incidental
Nightstick, baton, or collapsible baton	Melee Weapons	1D6		Incidental
Machete, tomahawk, or sword	Melee Weapons	1D8		Incidental
Baseball bat or rifle butt	Melee Weapons	1D8		Incidental
Spear or fixed bayonet	Melee Weapons	1D8	Armor Piercing (3)	Incidental
Wood axe or heavy sword	Melee Weapons	1D10		Incidental
Two-handed sword	Melee Weapons; requires special training	1D12		Standard

BODY ARMOR

Body armor is commonly worn by people going into harm's way. While modern materials and construction light Kevlar and ceramics have come a long way, they cannot protect you against all threats, and usually also cover only a very small part of you. It's always better to not get hit.

Item	Notes	Armor Rating	Expense
Kevlar helmet	Adds its Armor Rating to any other armor.	+1	Standard
Kevlar vest	If worn below outer garments, noticing it requires an Alertness test.	3	Standard
Reinforced Kevlar vest	If worn below outer garments, noticing it requires an Alertness test at +20%.	4	Unusual
Tactical body armor		5	Unusual
Bomb suit		10	Extreme

OTHER GEAR

Besides weapons, there's a lot of kit that may be useful to a Delta Green agent.

Item	Notes	Expense
<i>Emergency and Survival Gear</i>		
Small Fire Extinguisher (CO ₂)	Will douse a small fire. It can also be used with a DEX×5 test to spray an animal such as a dog in the face. Success means the animal runs away.	Incidental
Heavy-duty fire extinguisher	Will douse a larger fire.	Standard
Gas mask	Effective against airborne hazards only.	Incidental or Standard
HAZMAT suit	Effective against airborne or contact hazards. Requires 30 minutes to don safely. (Don't forget to tape up.)	Standard
SCUBA gear	Requires special training (Swim).	Unusual
Individual first aid kit	Adds +20% to a single First Aid roll.	Incidental
First responder medical kit	Adds +20% to four First Aid rolls.	Standard
Handheld GPS	Does not require a radio signal but battery life is only 14 to 25 hours.	Incidental
Basic camping gear	Cheap daypack, bivouac sack, survival blanket, button compass, flashlight, matches, meal bars, water purification tablets. Good for +20% to Survival for 3 days.	Incidental
Extended camping gear	Large backpack, sleeping bag, tent, compass, headlamp, firestarter, dehydrated meals, water filter, canister stove, hiking clothes. Good for +20% to Survival for 14 days.	Standard
<i>Restraints</i>		
Flexible cuffs	Require a blade or scissors to cut open. A zip-tie used as makeshift cuffs can be broken open with a STR×5 test at +20%.	Incidental
Handcuffs	Require the key (most use the same!) or a Craft (Locksmith) roll to open, or a DEX×5 test with a -20% penalty to wiggle out .	Incidental
<i>Lighting and Vision</i>		
Large Flashlight	A large Halogen flashlight, useful to 100 m. Runs for 10 hrs. Can dazzle someone by shining it in his eyes with a DEX×5 test (range 10 m). The victim can make a Dodge roll to avoid this. If "hit" with the beam, he is at a -20% penalty for 1D6 turns. A large flashlight	Incidental

	can be used as a club with Melee Weapons skill (Damage 1D6).	
Tactical Light or Weapon Light	A small LED flashlight, useful to 50 m. Runs for 1 hr. Can dazzle someone by shining it in his eyes (Range 10 m). The victim can make a Dodge roll to avoid this. If "hit" with the beam, he is at a -20% penalty for 1D6 turns. A tactical light can be used as a fistload with Unarmed Combat skill (Damage 1D3+1). Tactical lights are available with optional infrared (IR) or ultraviolet (UV) filters. The former can only be seen with night vision goggles or sights, the latter will make "invisible" evidence visible, such as bodily fluids, special inks, etc.	Incidental
Civilian night vision goggles (NVG)	Allows operating in reduced light conditions such as starlight. Runs for 100 hrs. Most skill tests such as Driving, Firearms, Pilot (Helicopter), etc. are at a -20% penalty. The penalty to Firearms and Heavy Weapons can be avoided if the NVGs are used together with a targeting laser in IR mode.	Standard
Military-grade night vision goggles	Allows operating in reduced light conditions. Most skills are at no penalty. If finely detailed perception is required then a -20% penalty applies.	Major (R)
Ordinary binoculars		Incidental
Advanced binoculars or telescope		Standard
Experimental optics	Requires special training (INT)	Extreme (R)
Weapon Accessories		
Holographic Sight	Gives a +20% bonus to hit as long as you have taken no damage since your last action.	Standard
Night Vision Sight	Allows aiming in reduced light conditions such as starlight, useful to 400 m. Runs for 100 hrs. Doubles a firearm's Base Range if you spend the previous turn taking the Aim action.	Standard
Sound Suppressor	Unsuppressed shots are so loud they are noticed automatically for a large distance. A suppressed shot requires an Alertness test to hear from beyond a wall or a door; it's at -20% for a suppressed light pistol.	Standard (R)
Targeting Laser	Gives a +20% bonus to hit as long as you have taken no damage since your last action.	Standard (Unusual)

	Does not require you to raise the gun to your eyes. Useful to 200 m. Runs for 100 hrs. Available with an infrared (IR) mode so that it can only be seen with NVGs or night vision sights.	expense if multi-mode)
Telescopic Sight	Doubles a firearm's Base Range if you spent the previous turn taking the Aim action.	Standard
Thermal Weapon Sight (TWS)	Allows aiming in complete darkness, useful to 400 m. Runs for two hours. Doubles a firearm's Base Range if you spent the previous turn taking the Aim action.	Unusual
Transportation		
Car, used, bought outright		Unusual
Car or SUV, new, bought outright		Major
Car, luxury, bought outright		Extreme
Rental car for a week		Standard
Same-day intrastate plane, train, or bus ticket		Incidental
Same-day interstate plane, train, or bus ticket		Standard
Same-day international plane ticket to the developed world		Unusual
Same-day international plane ticket to the developing world		Major
Chartered jet		Extreme
Chartered helicopter		Unusual
Lodgings		
A night or two at a cheap motel		Incidental
A week at a motel or a short-term apartment		Standard
A week at a fine hotel		Unusual
A week at an exclusive resort		Major
Private accommodations at the most exclusive locations		Extreme
Communications and Computers		
Burner phone		Incidental

Short-range walkie talkie or early-generation mobile phone		Incidental
Earpiece communicator		Standard
Satellite phone		Unusual
Tablet or late-generation smart phone		Standard
Ordinary computer		Standard
Powerful computer		Major
“Script kiddie” hacking software	Requires Computer Science; –20% penalty applies	Incidental
Cutting-edge encryption or data-mining software	Requires Computer Science or special training (INT)	Major (R)
Advanced guidance software	Requires Computer Science or special training (INT)	Major
Exclusive use of a dedicated communications satellite	Requires Computer Science or special training (INT)	Extreme (R)
Surveillance		
Bug detector		
Audio jammer (RF/cellular)		
GPS jammer		
GPS tracking device		
Voice-activated recorder		
Basic, open-market drone	Requires special training (DEX)	Standard
Advanced drone	Requires Pilot Drone skill	Unusual
Military-grade drone	Requires Pilot Drone skill	Major (R)
Parabolic microphone		Incidental, Standard, or Unusual, depending on size and sensitivity
Fiber optic scope		Standard
Ground penetrating radar	About the size of a lawn mower; requires special training (INT)	Major
Covers and Legends		

Forged passport or identification documents		Unusual
Forged passport from a G-7 country		Major
A new identity		Extreme
Storage		
Public storage unit, one month		Incidental
Public storage unit, one year		Standard (Unusual for a large space)
Demolitions		
ANFO explosive	Diesel fuel and fertilizer; requires Science (Chemistry) and Demolitions skills	Incidental
Detonating cord, roll of 500 m. (2.5 kg explosive material)	Requires Demolitions skill	Major (R)
Tube of extrudable explosive (200 g. or 500 g.)	Requires Demolitions skill	
Roll of explosive tape	Requires Demolitions skill	
Block of plastic explosive, 0.5 kg to 2 kg	Requires Demolitions skill	
Breaking & Entering		
Lockpick gun	Works only on simple tumbler locks	Standard
Lockpick kit	Requires special training (DEX)	Standard

xxx TEXT BOX xxx

JUNK

Some vehicles, weapons, and other pieces of equipment are damaged, poorly maintained, or just badly made. If you're stuck with a bad piece of gear, it fumbles not just on a failed roll with matching numbers but also on any roll higher than 95.

A thoroughly shoddy item may also incur a -20% penalty to every use of it.

Junky items are usually one step lower in expense. Whether the one you buy fumbles more often or comes with a constant penalty, or both, is up to the Handler.

xxx END BOX xxx

APPENDIX: CAREER OPTIONS

These options allow you to track how involvement in Delta Green affects your agent's job in a long-term game (usually it's not for the better) and open up many unusual occupations that sometimes produce Delta Green agents.

WORK PERFORMANCE

Your standing at your agency or employer depends on effort, ability, commitment, and personality. It is measured in a Work Performance rating. The Work Performance rating modifies Bureaucracy and Persuade when you interact with other members of the agency.

The ratings are as follows:

- **Excellent:** +20%
- **Good:** 0
- **Unsatisfactory:** -20%

Every agent's Work Performance starts at Good. It can rise and fall in play.

REDUCING WORK PERFORMANCE: All kinds of things can interfere with Work Performance.

- It drops a rank if you fumble a Bureaucracy roll while trying to use your position to acquire unusual equipment or resources.
- It drops if you succeed with Bureaucracy but use it to get things far beyond your position and pay grade.
- It drops if you gain a new indefinite insanity.
- If you return from a Delta Green mission injured, make a CHA test. If it fails, your Work Performance drops as the injury interferes with your job.
- If you get called on a Delta Green mission and no one in the Group can arrange official time off or a temporary transfer, make a CHA test. If it fails, you can't get colleagues to cover for you and your Work Performance drops.
- If you go "Back to Nature" as a personal pursuit, you must make a Bureaucracy roll to cover it with your job. Failure means Work Performance drops by a rank.
- If you "Study the unnatural" as a personal pursuit, you must make a CHA test. If it fails, your Work Performance drops thanks to your strange obsessions.
- If you're prosecuted for crimes in a "Home" scene but beat the charges, you must make a CHA test or lose a rank in Work Performance.
- It may drop for any other reason if the Handler thinks you're falling down on the job.

LOSING YOUR JOB: If Work Performance is Unsatisfactory and it drops again, you lose the job. We'll leave getting a new one between Delta Green missions to you and the Handler—maybe Delta Green helps you out, or maybe you must roll a CHA test or even a Persuade test to talk your way into a new position—but it starts with a Work Performance rating of Unsatisfactory. You have to prove yourself all over again.

If Delta Green pulls strings to force your employer to keep you, then your Work Performance remains at Unsatisfactory. Instead of being fired, choose one of your non-Delta Green Bonds to lose 1D3 points from the rising stress and strain that bleeds out from your day job to everything else.

IMPROVING WORK PERFORMANCE: Between missions, you can attempt to improve your Work Performance as a personal pursuit (see HOME on page XX). Roll a Sanity test. If it succeeds, your Work Performance improves by one rank: Unsatisfactory to Good or Good to Excellent. With a critical success you also gain 1 SAN (up to your POW×5). If it fails there's no change. With a fumble, your Work

Performance deteriorates by one rank. While suffering from an indefinite insanity you cannot have better than a Good rating in Work Performance.

OTHER PROFESSIONS

All kinds of consultants and “friendlies” have participated in Delta Green operations, and they’ve rarely been glad of the experience. Here are some playable options as well as rules for creating new professions of your own. Ask the Handler if playing one of these is appropriate to your campaign.

AUTHOR, EDITOR OR JOURNALIST

You might be a “media specialist” for a company or for any branch of the government, a TV reporter, or a scholar of rare texts. Or you could have encountered the unnatural while pursuing the story of a lifetime.

RECOMMENDED STATS: INT, CHA.

PROFESSIONAL SKILLS: Art (choose one: Creative Writing, Journalism, Poetry, Scriptwriting, etc.) 50%, History 40%, HUMINT 40%, Persuade 50%; *choose five from:* Anthropology 40%, Archeology 40%, Art (choose one) 40%, Bureaucracy 50%, Computer Science 40%, Criminology 50%, Foreign Language (choose one) 40%, Law 40%, Military Science (choose one) 40%, Occult 50%, or Science (choose one) 40%.

BONDS: 4

CRIMINAL

So much is illegal that there are broad economies of crime. This profile fits the traditional “black collar” criminal: pimp, burglar, extortionist, or thug. If you want a white-collar criminal, choose Computer Scientist or Business Executive and make very risky decisions.

RECOMMENDED STATS: STR, DEX.

PROFESSIONAL SKILLS: Alertness 60%, Criminology 50%, Dodge 50%, Drive Auto 50%, Firearms 40%, Law 40%, Melee Weapons 40%, Persuade 50%, Stealth 50%, Unarmed Combat 50%; *choose one from:* Craft (Locksmithing) 50%, Demolitions 50%, Disguise 60%, Foreign Language (choose one) 50%, Forensics 50%, HUMINT 60%, Navigate 60%, or Pharmacy 50%.

BONDS: 4

FIREFIGHTER

Your job oscillates between the tedium and routine of maintaining your gear, exhilaration when the alarm finally comes, and the painstaking work of investigating a scene after the smoke has cleared. If you’re involved with Delta Green, you clearly stumbled into something worse than a house fire.

RECOMMENDED STATS: STR, DEX, CON, POW.

PROFESSIONAL SKILLS: Alertness 50%, Athletics 60%, Craft (Electrician) 40%, Craft (Mechanic) 40%, Demolitions 50%, Drive Auto 50%, Drive Heavy Machine 50%, First Aid 50%, Forensics 40%, Navigate 40%, Search 40%.

BONDS: 3

FOREIGN SERVICE OFFICER

Your travel to strange lands, meet interesting people, and try to get along with them. Odds are you work for the State Department, though USAID, the Commercial Service and the Foreign Agriculture Service have FSOs of their own. Either way, you’ve had every opportunity to see and learn exotic and deadly things; the kinds of things that qualify you for Delta Green clearance.

RECOMMENDED STATS: INT, CHA.

PROFESSIONAL SKILLS: Accounting 40%, Anthropology 40%, Bureaucracy 60%, Foreign Language (choose one) 50%, Foreign Language (choose one) 50%, Foreign Language (choose one) 40%, History 40%, HUMINT 40%, Law 40%, Persuade 50%.

BONDS: 4

INTELLIGENCE ANALYST

In the FBI, NSA and CIA, there's a split between those who gather information and those who decide what it means. You take information from disparate sources—newspapers, informants, ELINT and the assets developed by Case Officers—and figure out what it means. Your job, in short, is the piecing together of unrelated knowledge, a dangerous endeavor in the world of Delta Green.

RECOMMENDED STATS: INT.

PROFESSIONAL SKILLS: Anthropology 40%, Bureaucracy 50%, Computer Science 40%, Criminology 40%, Foreign Language (choose one) 50%, Foreign Language (choose one) 50%, Foreign Language (choose one) 40%, History 40%, HUMINT 40%, SIGINT 40%.

BONDS: 3

INTELLIGENCE CASE OFFICER

You recruit people to spy on their own countries for your agency, probably the CIA. Your job is to develop foreign intelligence sources, communicate with them, and keep them under control, productive, and alive. It's a hard business because you must view everyone as a potential threat, liar, or tool to further your agenda. If your name ended up on the books for Delta Green, congratulations; you are seen in the same way, now.

RECOMMENDED STATS: STR, DEX, CON, CHA.

PROFESSIONAL SKILLS: Alertness 60%, Bureaucracy 40%, Criminology 50%, Disguise 50%, Drive Auto 50%, Firearms 40%, Foreign Language (choose one) 50%, Foreign Language (choose another) 40%, HUMINT 60%, Persuade 60%, SIGINT 50%, Stealth 60%, Unarmed Combat 60%.

BONDS: 1

LAWYER OR BUSINESS EXECUTIVE

Your tools are a computer and smartphone. Your job might be moving millions of dollars, or moving data, or both in the same keystroke. Or you might be a prosecutor, a defense attorney, or a judge.

RECOMMENDED STATS: INT, CHA.

PROFESSIONAL SKILLS: Accounting 60%, Bureaucracy 50%, HUMINT 40%, Persuade 50%; *choose four from:* Computer Science 50%, Criminology 60%, Foreign Language (choose one) 50%, Law 50%, or Pharmacy 50%.

BONDS: 4

NURSE OR PARAMEDIC

Medical professionals are on the front line when awful things happen. Is that what brought you to the group's attention?

RECOMMENDED STATS: INT, POW, CHA.

PROFESSIONAL SKILLS: Alertness 40%, Bureaucracy 40%, First Aid 50%, HUMINT 40%, Medicine 40%, Persuade 40%, Pharmacy 40%, Science (Biology) 40%; *choose two from:* Drive Auto 60%, Forensics 40%, Navigate 50%, Psychotherapy 50%, Search 60%.

BONDS: 4

PILOT OR SAILOR

Air or sea, commercial or military, your primary duty is to keep your passengers alive and craft intact. This can lead to some hard choices when your passengers put the vehicle in danger. Or are you a drone operator, flying a Predator from thousands of miles away? Either way, what op brought you to the attention of Delta Green?

RECOMMENDED STATS: DEX, INT.

PROFESSIONAL SKILLS: Alertness 60%, Bureaucracy 30%, Craft (Electrician) 40%, Craft (Mechanic) 40%, Navigate 50%, Pilot (choose one) 50%, Science (Meteorology) 40%, Swim 40%; *choose two from:* Foreign Language (choose one) 50%, Pilot (choose one) 50%, Heavy Weapons 50%, or Military Science (choose one) 50%.

BONDS: 3

POLICE OFFICER

You serve and protect. Police officers walk the beat in uniform. Detectives come in after the fact and put the pieces together (for a detective, add bonus skill points to Bureaucracy, Criminology, Forensics, and Law). Deputy sheriffs answer to an elected law enforcer and have jurisdiction over an entire county.

RECOMMENDED STATS: STR, CON, DEX, POW.

PROFESSIONAL SKILLS: Alertness 50%, Bureaucracy 40%, Criminology 40%, Drive Auto 50%, Firearms 40%, First Aid 30%, HUMINT 50%, Law 30%, Melee Weapons 50%, Navigate 40%, Persuade 40%, Search 40%, Unarmed Combat 60%; *choose one from:* Heavy Weapons 50%, Ride 60%, Drive Heavy Machine 60%, or Forensics 50%.

BONDS: 3

PROGRAMS MANAGER

You make your organization go. Someone has to secure funding, move resources, and make connections—and that's you. You control a budget and are responsible for how your program is maintained and where the money goes.

RECOMMENDED STATS: INT, CHA.

PROFESSIONAL SKILLS: Accounting 50%, Bureaucracy 60%, Computer Science 50%, Criminology 30%, Foreign Language (choose one) 50%, History 40%, Law 40%, Persuade 50%; *and chose one from:* Anthropology 30%, Art (choose one) 30%, Craft (choose one) 30% or Science (choose one) 30%.

BONDS: 4

SOLDIER OR MARINE

Governments will always need boots on the ground and steady hands holding rifles. When war begins, civilization gets out of the way. With the social contract void, unnatural things creep in at the edges. There's a reason Delta Green began in the military.

RECOMMENDED STATS: STR, CON.

PROFESSIONAL SKILLS: Alertness 50%, Athletics 50%, Bureaucracy 30%, Drive Auto 40%, Firearms 40%, First Aid 30%, Navigate 40%, Persuade 30%, Military Science (Land) 40%, Unarmed Combat 50%; *choose three from:* Artillery 40%, Computer Science 40%, Craft (choose one) 40%, Demolitions 40%, Drive Heavy Machine 50%, Foreign Language (choose one) 40%, Heavy Weapons 40%, Search 60%, SIGINT 40%, or Swim 60%.

BONDS: 4

OPTION: BUILDING A NEW PROFESSION

If none of the standard professions suit your agent, use these guidelines to build a new one.

PROFESSIONAL SKILLS: Pick ten professional skills for the new profession. Now divide 390 skill points between them. Add those points to each skill's starting level. As a rule of thumb, each professional skill should be at 30% or 40%, maybe as high as 50% if it's a particular specialty for that profession. No professional skill may be higher than 60%.

BONDS: 3.

FURTHER CUSTOMIZATION: For each additional bond (to a maximum of 4), reduce professional skill points by 50. For each bond removed (to a minimum of 1), add 50 professional skill points.