



Agent Name: _____ Code Name or Alias: _____

Profession: _____ Nationality: _____

Sex: _____ Age: _____ Education: _____

STATISTICS	SCORE	×5	WHAT OTHERS NOTICE
Strength	_____	_____	_____
Constitution	_____	_____	_____
Dexterity	_____	_____	_____
Intelligence	_____	_____	_____
Power	_____	_____	_____
Charisma	_____	_____	_____

DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	_____	_____
Willpower Points (WP)	_____	_____
Sanity Points (SAN)	_____	_____
Breaking Point (BP)	_____	_____

INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence: ☐ ☐ ☐ *adapted* Helplessness: ☐ ☐ ☐ *adapted*

BONDS	SCORE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

MOTIVATIONS AND MENTAL DISORDERS

SKILLS

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> First Aid (10%) _____	<input type="checkbox"/> Science (0%): _____
<input type="checkbox"/> Alertness (20%) _____	<input type="checkbox"/> Forensics (0%) _____	<input type="checkbox"/> Search (20%) _____
<input type="checkbox"/> Anthropology (0%) _____	<input type="checkbox"/> Heavy Weapons (0%) _____	<input type="checkbox"/> SIGINT (0%) _____
<input type="checkbox"/> Archeology (0%) _____	<input type="checkbox"/> History (10%) _____	<input type="checkbox"/> Stealth (10%) _____
<input type="checkbox"/> Art (0%): _____	<input type="checkbox"/> HUMINT (10%) _____	<input type="checkbox"/> Surgery (0%) _____
<input type="checkbox"/> Artillery (0%) _____	<input type="checkbox"/> Law (0%) _____	<input type="checkbox"/> Survival (10%) _____
<input type="checkbox"/> Athletics (30%) _____	<input type="checkbox"/> Medicine (0%) _____	<input type="checkbox"/> Swim (20%) _____
<input type="checkbox"/> Bureaucracy (10%) _____	<input type="checkbox"/> Melee Weapons (30%) _____	<input type="checkbox"/> Unarmed Combat (40%) _____
<input type="checkbox"/> Computer Science (0%) _____	<input type="checkbox"/> Military Science (0%): _____	Unnatural (0%) _____
<input type="checkbox"/> Craft (0%): _____	_____	<i>Foreign Languages and Other Skills:</i>
<input type="checkbox"/> Criminology (10%) _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Demolitions (0%) _____	<input type="checkbox"/> Occult (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (10%) _____	<input type="checkbox"/> Persuade (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (30%) _____	<input type="checkbox"/> Pharmacy (0%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> Pilot (0%): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Heavy Machine (10%) _____	<input type="checkbox"/> Psychotherapy (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Firearms (20%) _____	<input type="checkbox"/> Ride (10%) _____	<input type="checkbox"/> _____

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

PHYSICAL INJURIES AND AILMENTS

Has First Aid been attempted since your last injury? ☐ yes: *only Medicine, Surgery, or long-term rest can help further*

ARMOR AND EQUIPMENT

Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

WEAPON	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	KILL DAMAGE	KILL RADIUS	SHOTS
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

NOTES AND PERSONAL DETAILS

What brought you to Delta Green? Why do they trust you and ask your help? Why do you agree to it despite the risks?