DELTA GREEN

Personal data	1. LAST NAME, FIRST NAME	(AND ALIAS C	OR CODE I	2. P	2. PROFESSION (RANK IF APPLICABLE)				
	3. EMPLOYER			4. 1	4. NATIONALITY				
	5. SEX	6. AGE AN	AGE AND D.O.B. 7. EDUCATION A			AND OCCUPATIONAL HISTORY			
	8. STATISTICS SCORE	×5 DIST	×5 DISTINGUISHING FEATURES			11.	BONDS SCORE		
STATISTICAL DATA	Strength (STR)					6-16-78			
	Constitution (CON)								
	Dexterity (DEX)								
	Intelligence (INT)			Å.	ATA				
	Power (POW)			4	CAL [
	Charisma (CHA)				PSYCHOLOGICAL DATA				
	9. DERIVED ATTRIBUTES	MAXIM	MAXIMUM		CHOI	12. MOTIVATIONS AND MENTAL DISORDERS			
	Hit Points (HP)				PSY	6			
	Willpower Points (WP)			1					
	Sanity Points (SAN)		57 18			YCCFD			
	Breaking Point (BP)					SPECIAL ACCESS			
	10. PHYSICAL DESCRIPTION	. "			1/5	SPUREEN			
	The Party of the P		ORU		13. IN	3. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
		1/	A Des			Violence adapted Helplessness adapted			
	☐ Accounting (10%)	DE	Q b F	irst Aid (10%)			☐ Ride (10%)		
	☐ Alertness (20%)	-	☐ F	Forensics (0%)			☐ Science (0%):		
	☐ Anthropology (0%)			☐ Heavy Machinery (10%)					
	☐ Archeology (0%)			☐ Heavy Weapons (0%)			☐ Search (20%)		
	☐ Art (0%):			☐ History (10%)			☐ SIGINT (0%)		
				☐ HUMINT (10%)			Stealth (10%)		
APPLICABLE SKILL SETS	☐ Artillery (0%)		L	aw (0%)			☐ Surgery (0%)		
	Athletics (30%)			☐ Medicine (0%)			Survival (10%)		
	☐ Bureaucracy (10%)			☐ Melee Weapons (30%)			☐ Swim (20%)		
	☐ Computer Science (0%)			Military Science	(0%):		☐ Unarmed Combat (40%)		
	☐ Craft (0%):	y / /	☐ Navigate (10%)				Unnatural (0%)		
							Foreign Languages and Other Skills:		
	☐ Criminology (10%)			Occult (10%)					
	Demolitions (0%)		□ P	ersuade (20%)		M. S.			
	☐ Disguise (10%)		□ P	☐ Pharmacy (0%)					
	□ Dodge (30%)		□ P	☐ Pilot (0%):					
	☐ Drive (20%)		A. C.						
	Firearms (20%)	1.1	P	sychotherapy (1	0%)				
	Check a box when	ou attempt to	use a skill	sion, ac	dd 1 to each checked skill and erase all checks.				

	14. WOUNDS AND AILMENTS												
								1.7					
INJURIES				S. Carley				4					
D[N]								1					
	Has First Aid	been attempte	d since the last inj	jury? 🗌 yes: or	nly Medicine, Surgery,	or long-term rest	can help further						
	15. ARMOR AND GEAR					F 7 7 7 7	7.7						
				-									
								- A					
EQUIPMENT	10 to 17												
	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.												
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	s. KILL RADIUS	AMMO					
	(a)												
	(b)					7							
	(c)												
	(d)												
	(e)		12/2										
	(f)			and the second second									
	(g)		9										
	17. PERSONAL DETAILS	AND NOTES		18. D	B. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY								
						· ·							
REMARKS				19.	SPECIAL TRAINING		SKILL OR STAT US	ED					
REM				17.	STECIAL TRAINING		SKILL OK STAT 03	il D					
					39								
							*						
							4 16	3					
		1 (A)	ser Terresidente										
		Please indic	ate why this agent		ited and why the agent agreed to be recruited.								
20. /	AUTHORIZING OFFICER			21. A	21. AGENT SIGNATURE								
			The services										

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